

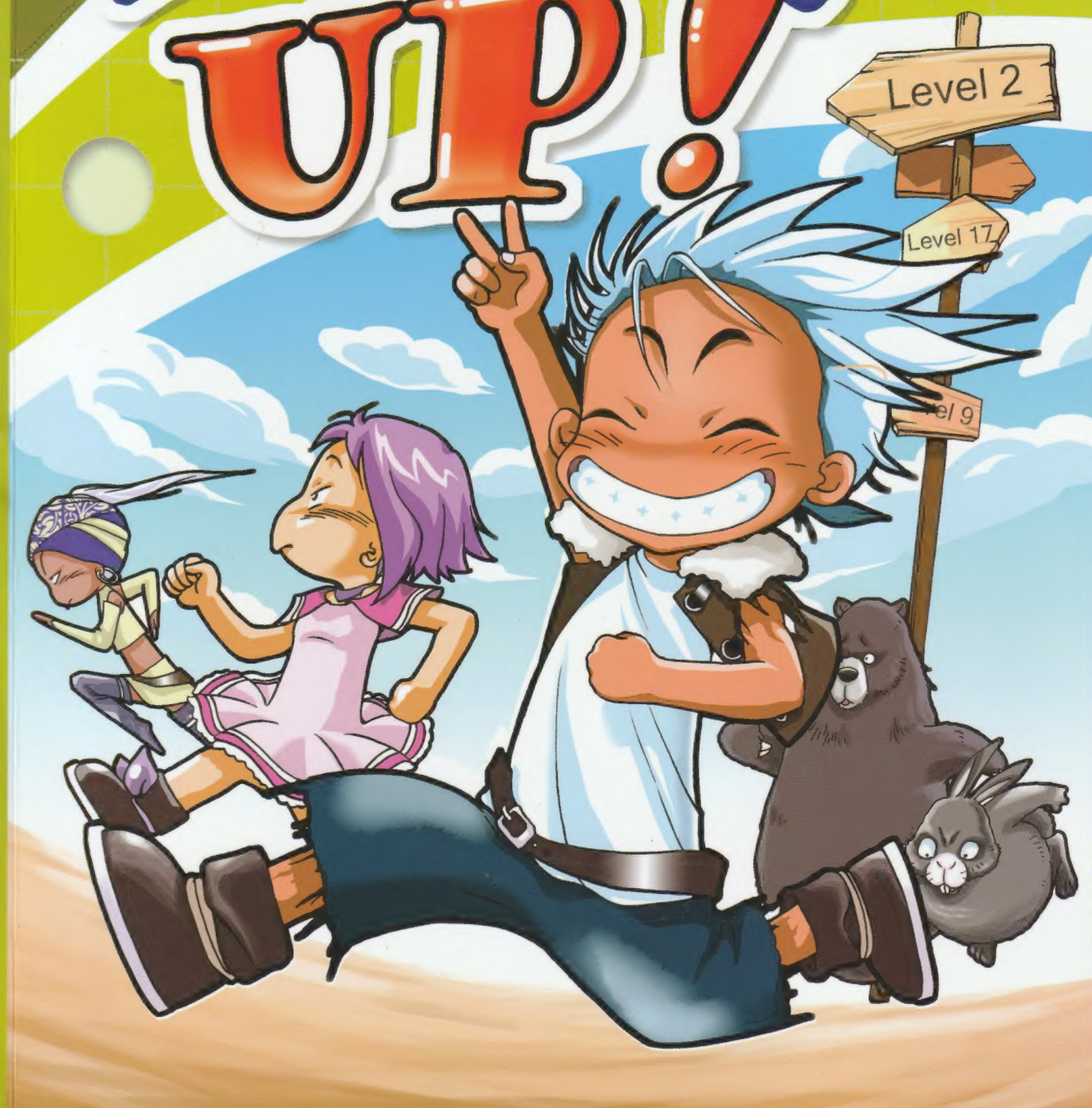


Supervised by
Yoo Chang-Hyuk 9 Dan Pro

Learning Baduk step-by-step

LEVEL UP!

2





Supervisor, Yoo Chang Hyuk 9 Dan Pro

1991 Won Kiseong

1992-94 Won Wangwi

1993 Won Fujitsu Cup

1993-1997 Won Jinro Team Game Cup

1996 Won Ing Cup

1999 Won Fujitsu Cup

2000 Won Samsung Cup, Nongshim Team Game Cup

2001 Won Chunlan Cup

2002 Won LG Cup, Nongshim Team Game Cup

2004 Opened Yoo Chang-Hyuk Dojang (very strong students study there to become a Baduk Professional)

Besides, he finished 2nd place 9 times in international tournaments and won 17 times a national tournament. Currently he is also a main commentator in Baduk TV.

LEVEL UP

NAME :



BADUKTOPIA



Foreword

Baduk was invented several thousands years ago. It was one of the Four Great accomplishments that a gentleman was expected to learn: Geomungo (traditional Korean zitherlike instrument), Baduk, calligraphy and painting. Playing Baduk indicated a high social standing. In the late 20th century, fast industrialization gave ordinary people time to enjoy leisure activities. Thus the culture of the high society became the culture of the masses and Baduk became one of the most important leisure activities. Furthermore Baduk aids mental health for adults and improves the concentration and thinking ability of children. In the 1990s Korea became one of the strongest nations in the Baduk world, the Department of Baduk Studies was established, Baduk TV began and the cultural and educational foundations for Baduk in Korea were laid. Especially when more people found out that Baduk helps children learn, it became an activity in special education programs at elementary schools. All over Korea the number of Baduk schools increased dramatically.

I became interested in Baduk education, founded a Baduk school and, over 15 years, taught hundreds of children. To improve my ability to teach children, I went to Myongji University and graduated in Baduk Studies. I realized that systematic books for good Baduk training were missing. Nowadays there are five levels of Baduk books (introductory, basics, beginners, intermediate and advanced). The teachers can choose a good level for their students. However, analyzing the books showed that there are serious problems concerning the content and the level. In the same book, some problems are too easy, others are too difficult. These are not the best materials for students, as it makes students and teachers less interested in Baduk.

I recognized, that systematic books were needed. While teaching and studying, I collected material and then published this series to help children learn Baduk easily – step by step. Even if it is not perfect, I hope my effort will help to develop Baduk education.

March, 2008 LEE Jae-Hwan



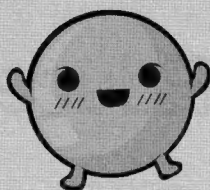
Level Up 2 Educational Goals

Train thinking and behaving habits.



The more you use your brain, the better it works.

Level 2



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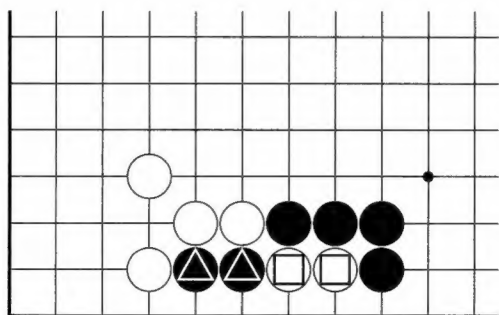
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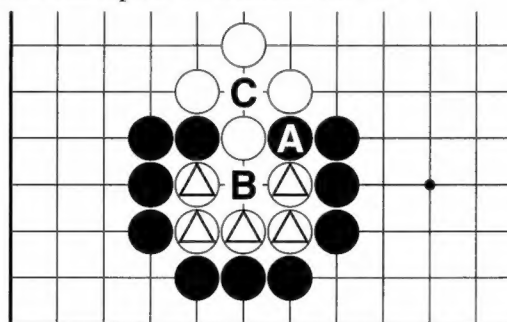
Capturing Race

A fight for liberties. Both players try to capture each other.



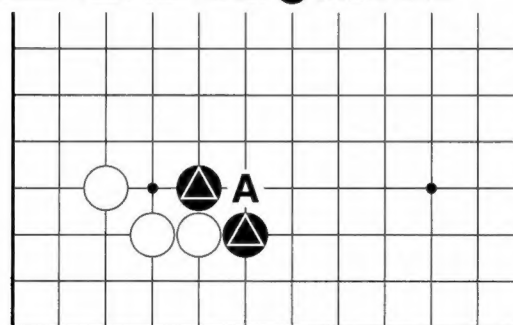
Chokchoksu (Cutting off the Tail)

A capturing method in which the opponent is short of liberties. Black wants to capture the stones in chokchoksu by playing at A. If White defends at B, Black can capture even more stones at C.



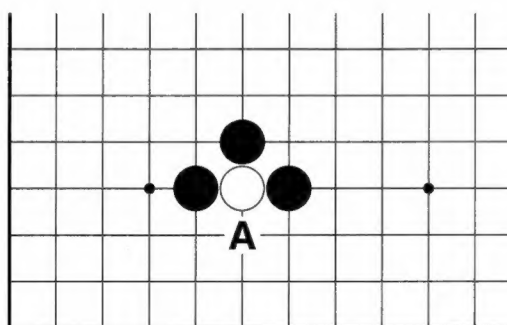
Connect & Cut

Connect: A move which joins separate stones into one group. Black can connect the stones at A. **Cut:** Separating the opponent's stones. White can cut the stones at A.



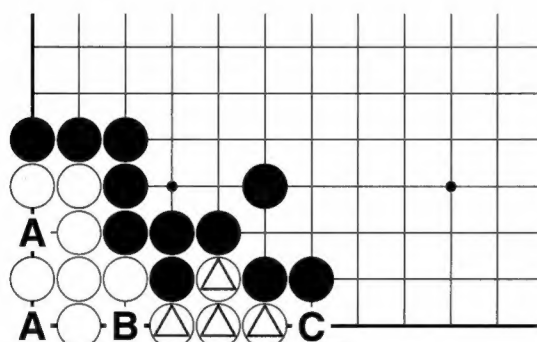
Atari (Dansu)

When only one liberty is left, the white stone is in atari.



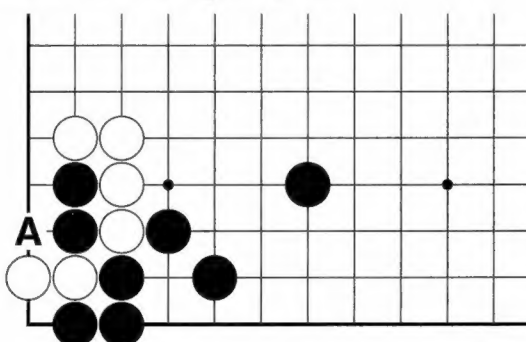
False Eye & Real Eye

White has two real eyes at A and a false eye at B. If Black plays atari at C, the false eye has to be filled to save the stones.



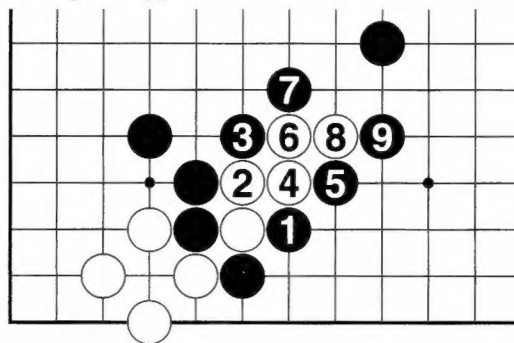
Jachung

A move that takes one's own liberty. If that leaves just one liberty, it can be called self-atari. If Black plays at A, it is jachung and Black loses the capturing race.




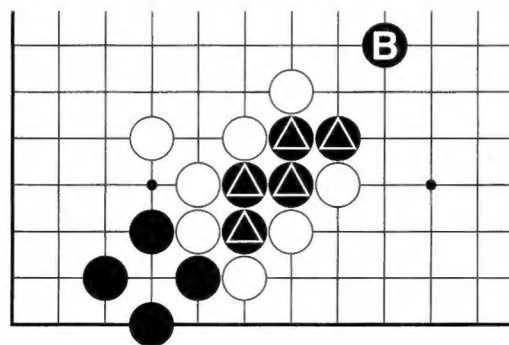
Ladder

Capturing technique which creates a typical shape of a ladder or staircase. Black can capture in a ladder by repeatedly playing atari while allowing the opponent no more than 2 liberties.



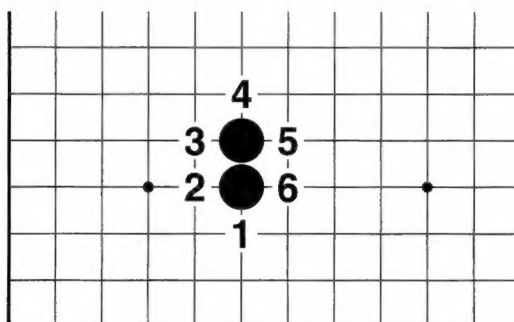
Ladder Breaker

A stone that breaks the ladder. Because of the ladder breaker at B, White cannot capture the  stones in a ladder.



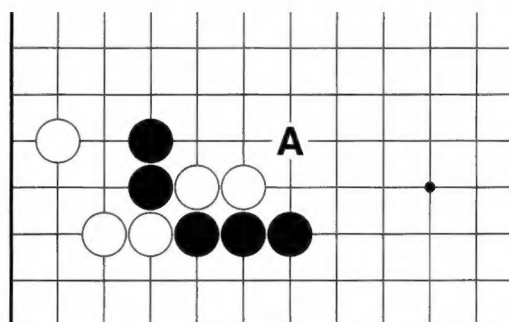
Liberty

The ways out of a stone. 1 through 6 are the liberties of the black stones.



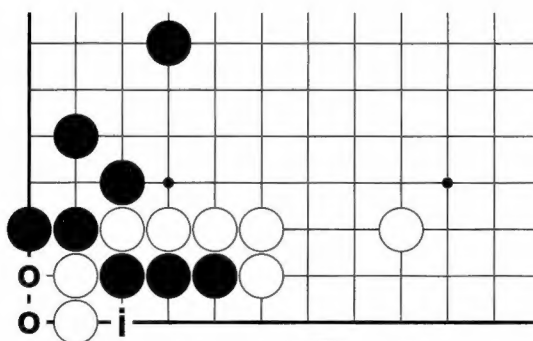
Net

A method of capture by loosely surrounding the target stones. Black can capture two white stones in a net at A.



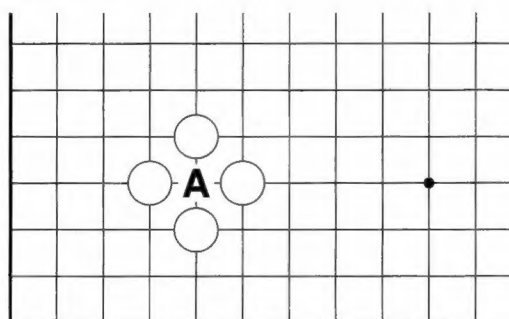
Outside & Inside Liberty

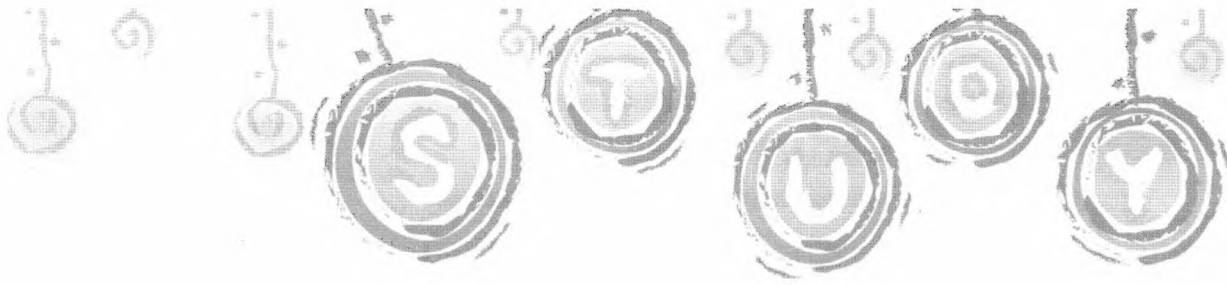
In the capturing race Black better fills the outside liberties at 'o' first before filling the inside liberty at 'i'.



Suicide

An illegal move. Placing a stone, that doesn't have any liberties and doesn't capture any stone. A Black move at A is suicide and thus is not allowed.





How to Study Baduk as a Beginner

Many Baduk players want to improve quickly their Baduk strength, but do not know how to study it. Here we want to give you some advice.



In the “Level Up” book series the basic concepts are explained very shortly but in detail in many different chapters. Additionally, comics illustrate the main content as well as entertain especially the young Baduk students.

Furthermore, many problems are given in which you can apply the theories you have studied before. In Korean Baduk schools the education focuses on solving problems. If you want to check the solutions, they are given as pdf-file at our homepage: www.baduktopia.com

Additionally, we recommend playing as many games as possible to practice the gained knowledge.

Last but not least, don't forget to enjoy Baduk, no matter you win or lose a game.

To put it in a nutshell, you should use this workbook as follows:

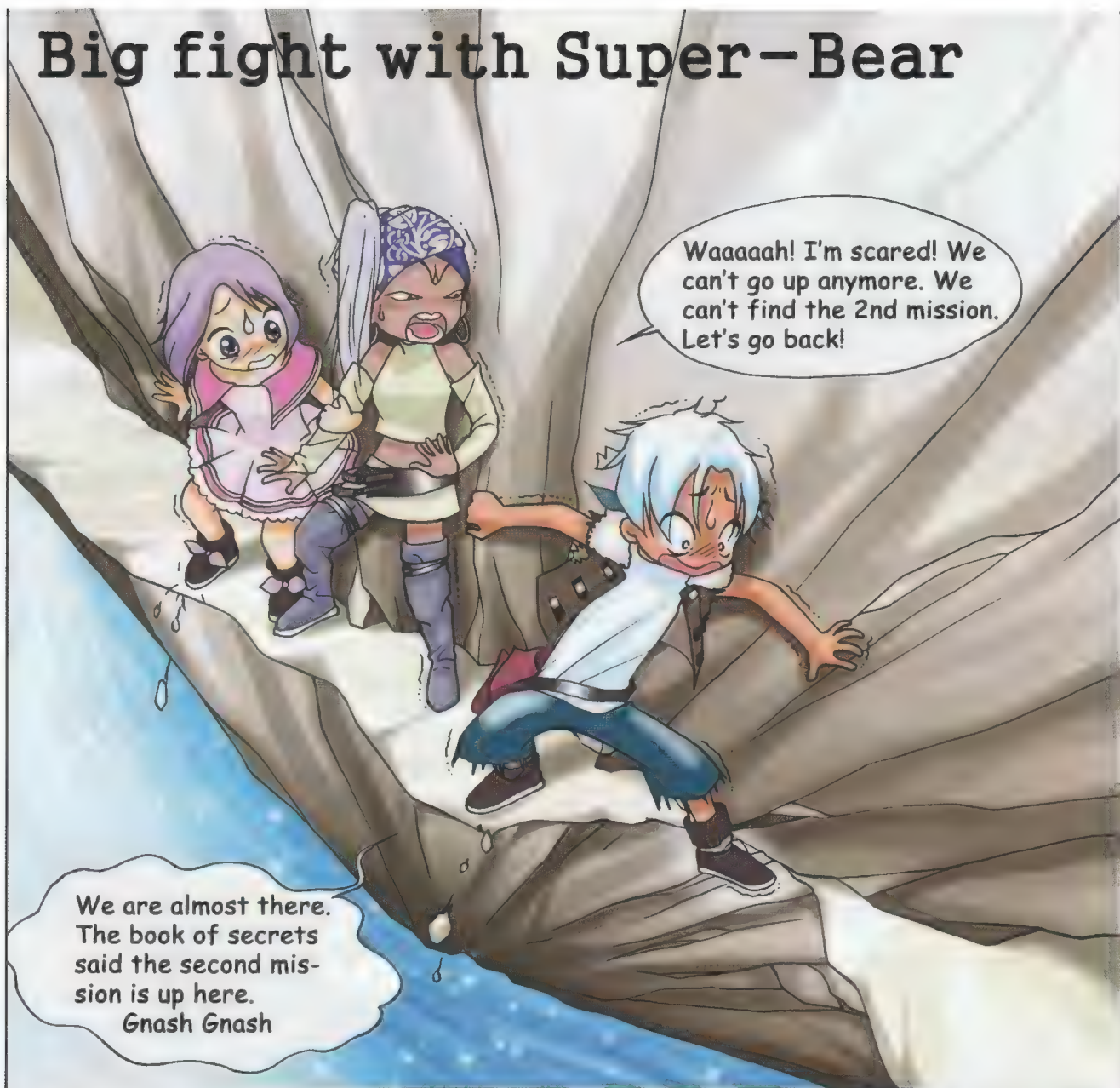
1. study the explanations to learn some basic Baduk concepts,
2. solve many problems to apply the new knowledge,
3. play many games to practice it and
4. enjoy, no matter how complicated it sometimes seems to be!



It is true, Baduk is difficult to master, but it is easy to learn!



Big fight with Super-Bear





Is he guarding the 2nd mission?



Hello?! Wake up!

We came to solve a mission.
Can you tell us where to find it?

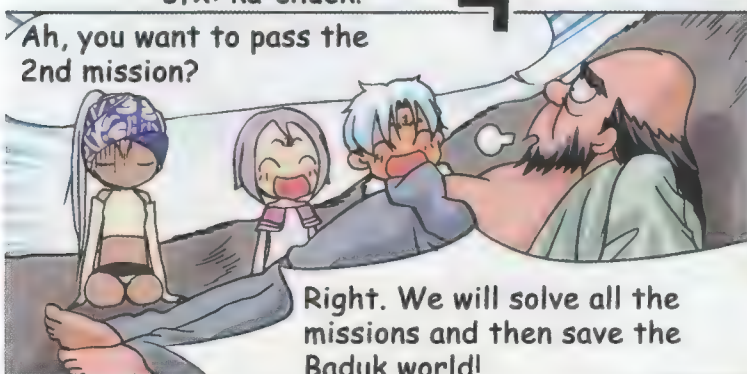
HMPH! That's annoying.
Hey! Challenge them!

Okay, Dharma monk, I will do that.



ARGH!
It's so noisy!
Who dares to wake me up?

sfx: ka-chuck!



Ah, you want to pass the 2nd mission?

Right. We will solve all the missions and then save the Baduk world!



DOOON!

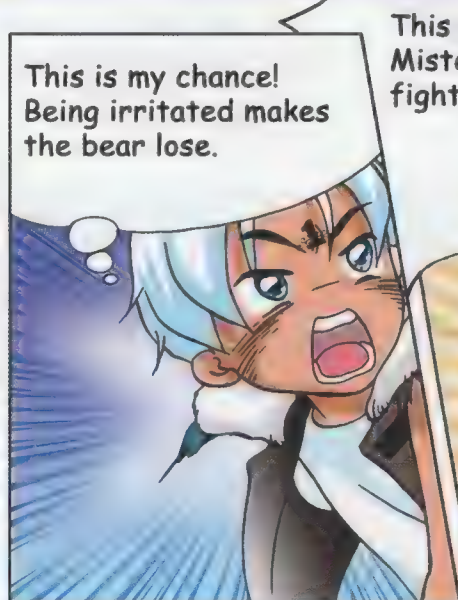
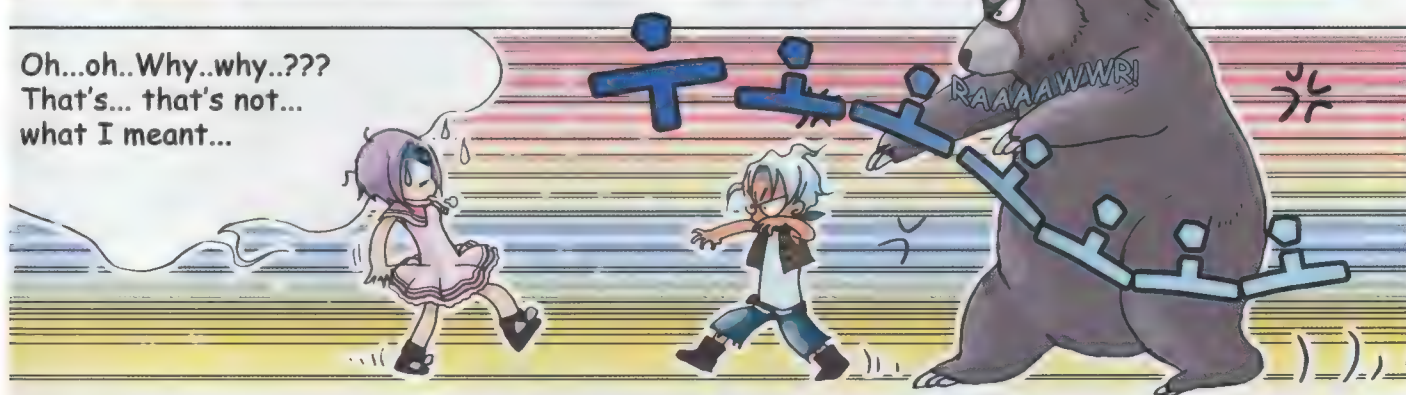
EEEEHH?
The mountain is speaking?!





Hey, bear, who's uglier than Seba!
How can a stupid bear like you capture me???

Try to capture me! Neh Neh Neh Boo Boo!!!



This ugly bear!
Mister Seba will
fight you!



Wow, how brave he is!

Since my childhood
I've learned...

superattac

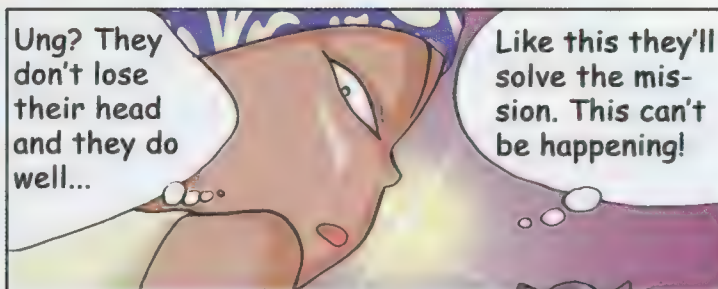
tuk tuk tuk







Topia! Kiring! Block the liberties fastly!



Ung? They don't lose their head and they do well...

Like this they'll solve the mission. This can't be happening!



Hey! In Baduk you can't win with just power! Get a grip!

감작~
HMMM

Huh?

If you continue like this, you can't win. Use your brain!



Huh? Nobody likes me, but whose side are you on??

Get a grip!
You need to be hit!

Wow, she's really good at fighting!



It's dangerous!
Escape!

BA-BANG

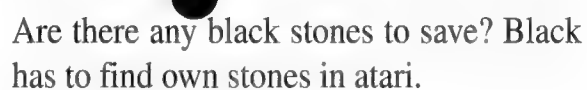
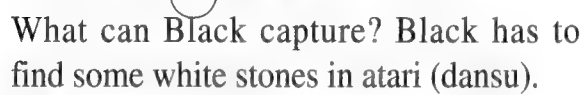
BA-BANG

Right!

Great!

Let's run away!!

Capturing and Saving



1

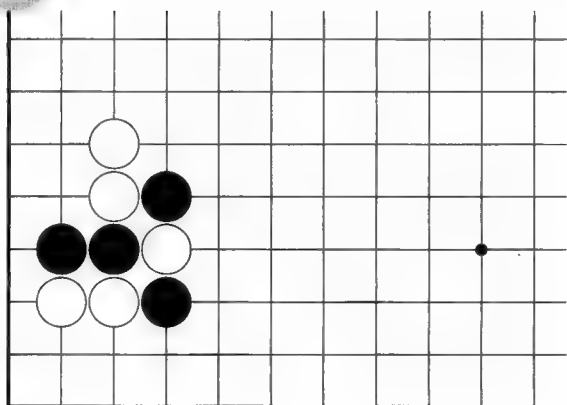
Capturing (Review)



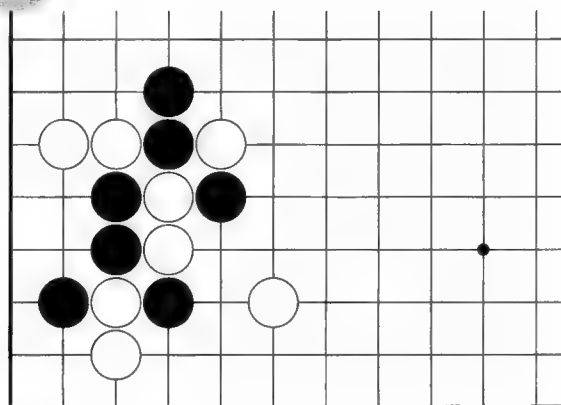
Spatial sense

Find white stones in atari (dansu) and capture them.

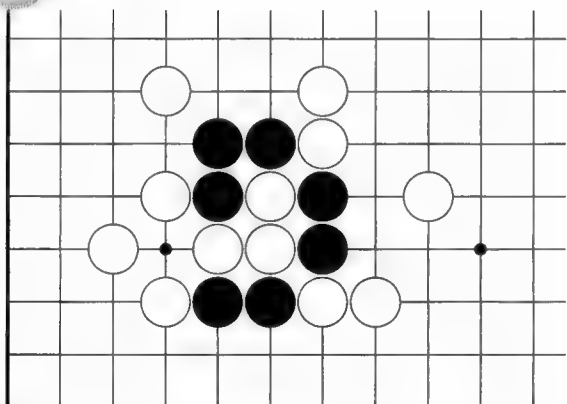
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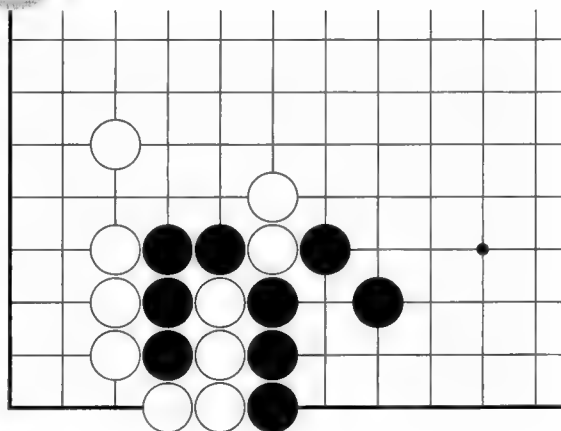
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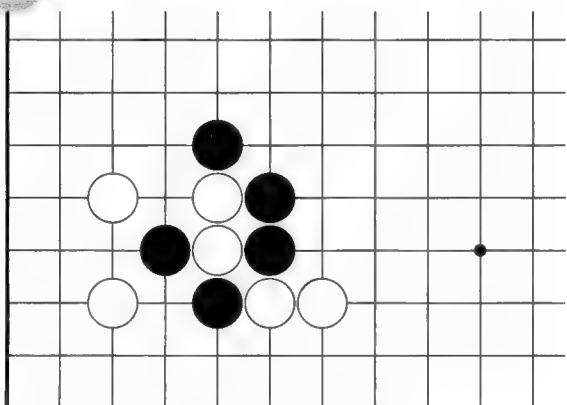
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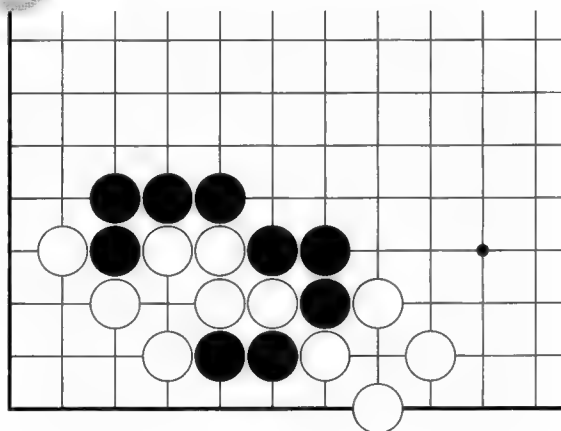
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6



1

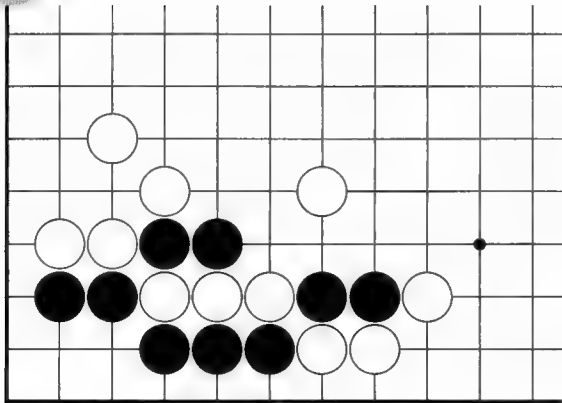
Capturing (Review)



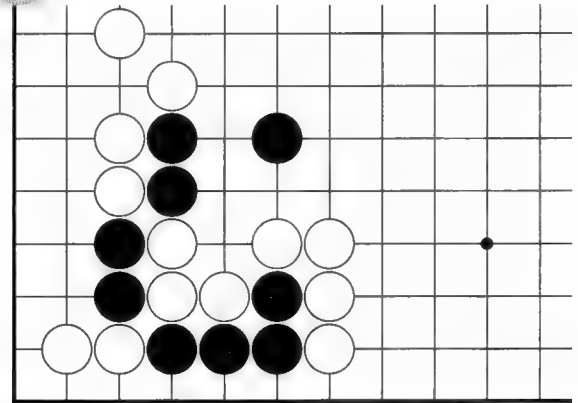
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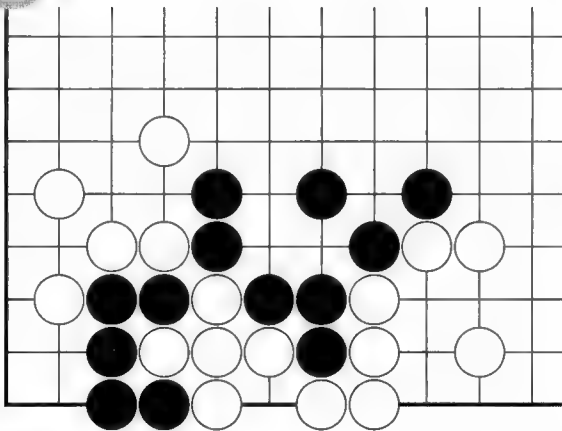
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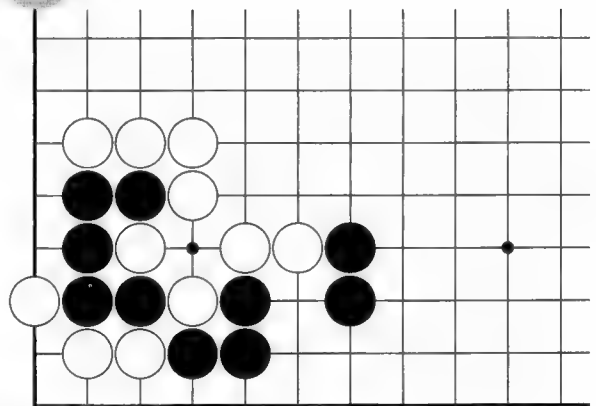
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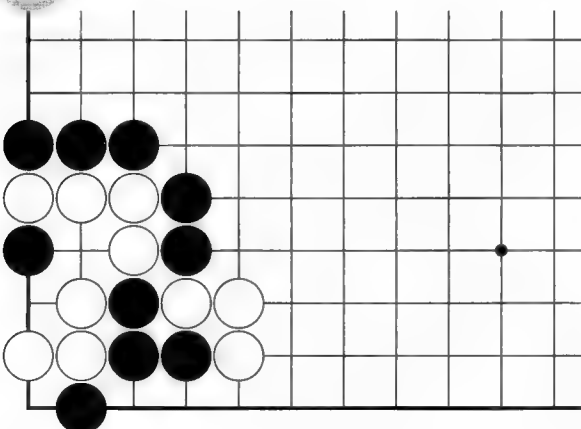
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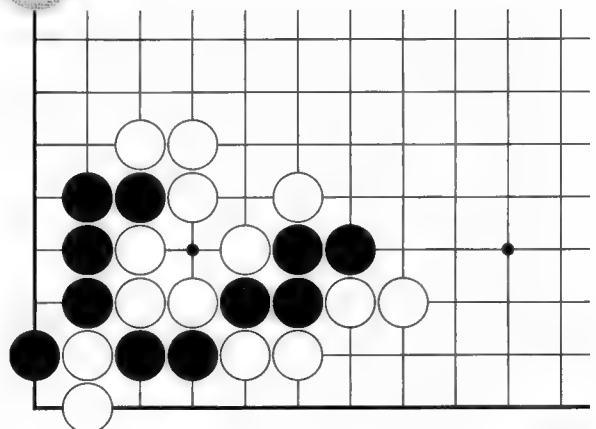
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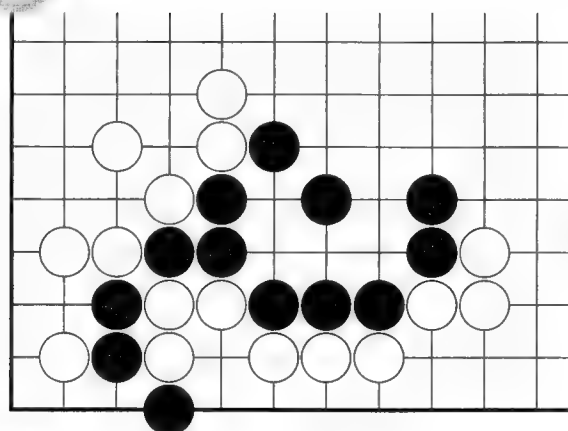
Capturing (Review)



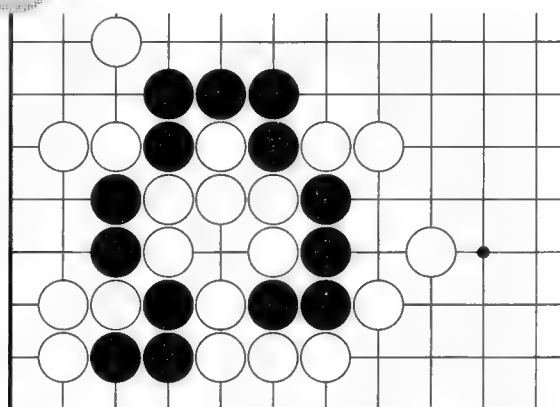
Spatial sense

Find the white stones in atari (dansu) and capture them.

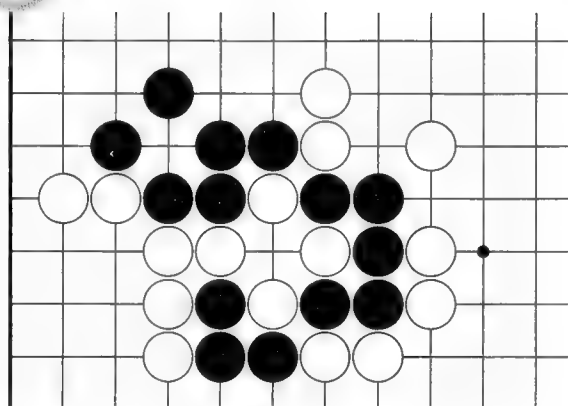
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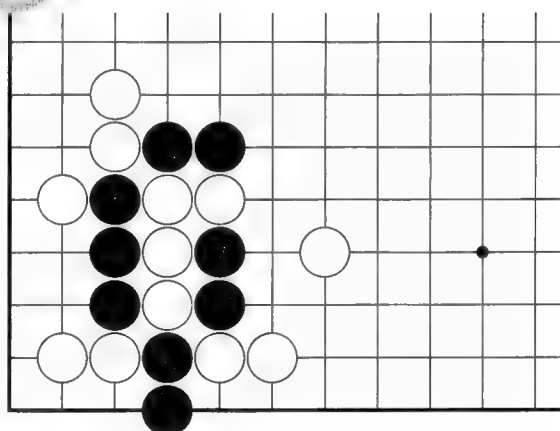
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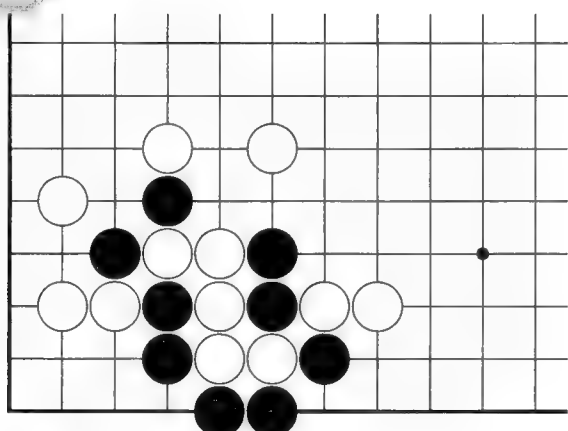
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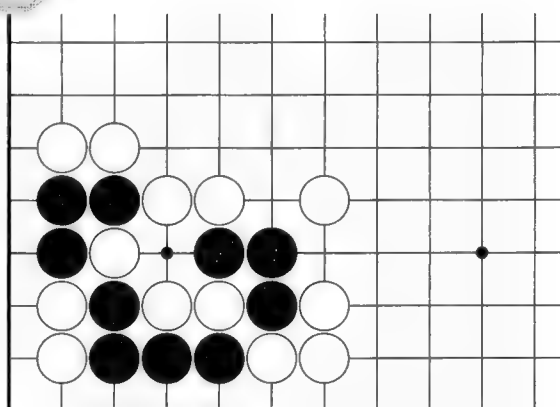
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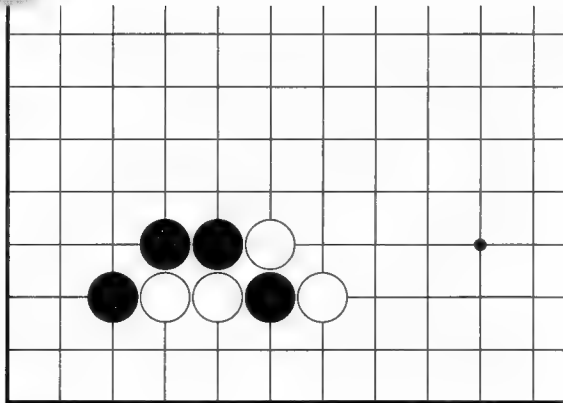
Saving (Review)



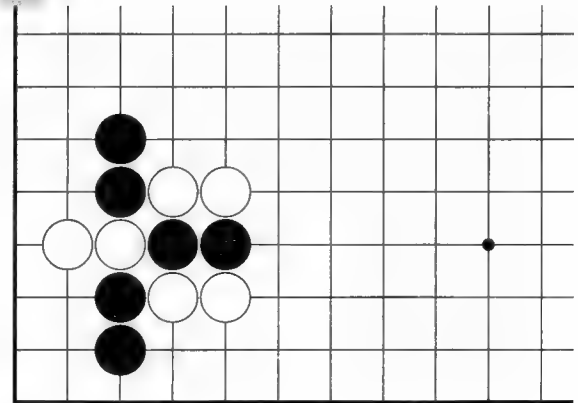
Spatial sense

Find the black stones in atari (dansu) and save them.

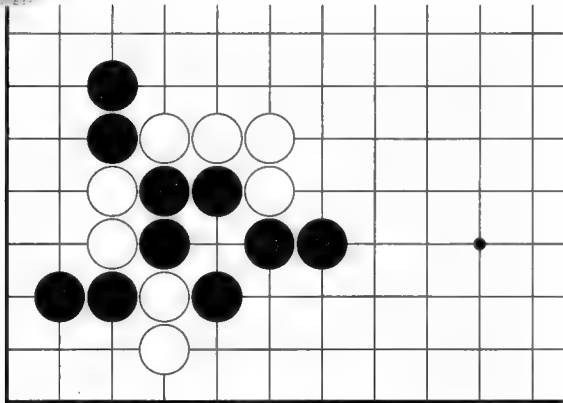
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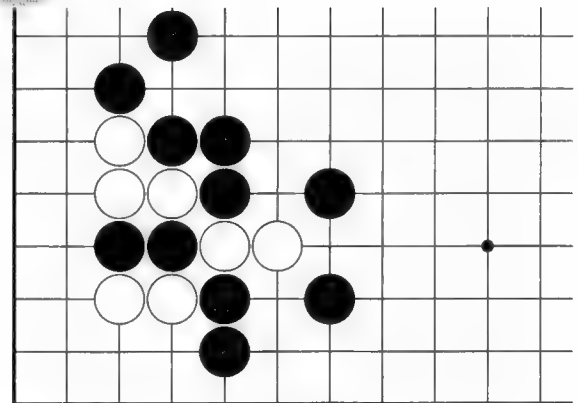
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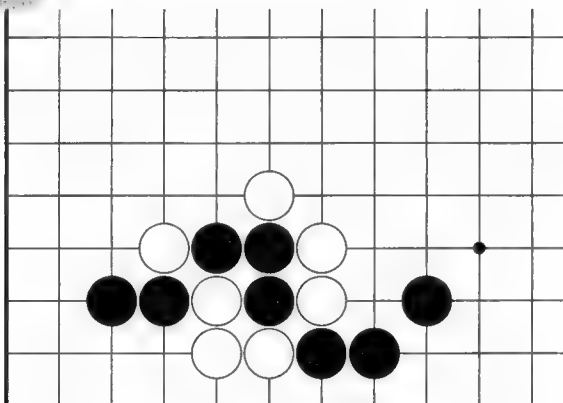
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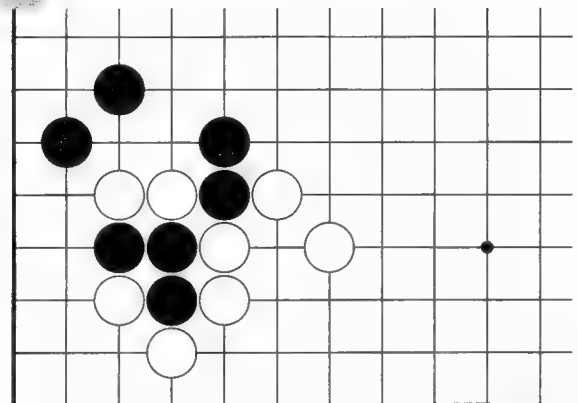
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Saving (Review)



Find the black stones in atari (dansu) and save them.

A 10x10 grid with a pattern of black and white dots. The dots are arranged in a way that suggests a specific pattern or sequence. The grid is defined by a thick L-shaped line on the left and bottom, and a thinner line on the top and right. The dots are placed at various intersections of the grid lines.

1

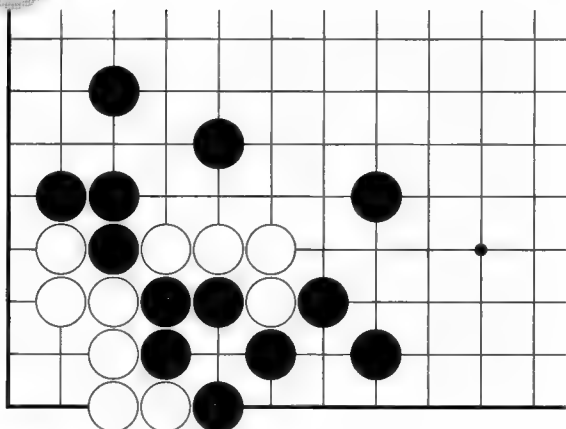
Saving (Review)



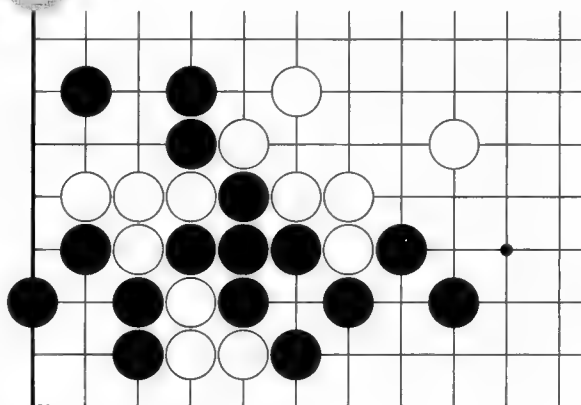
Spatial sense

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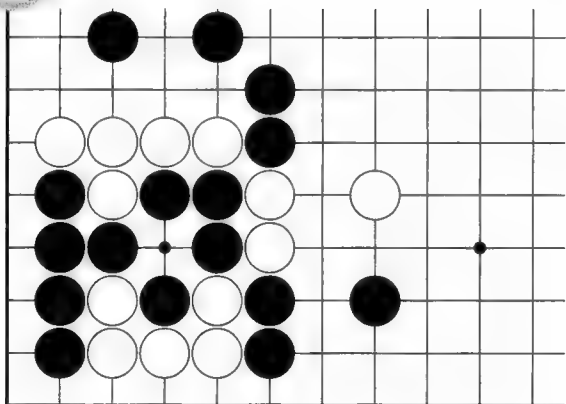
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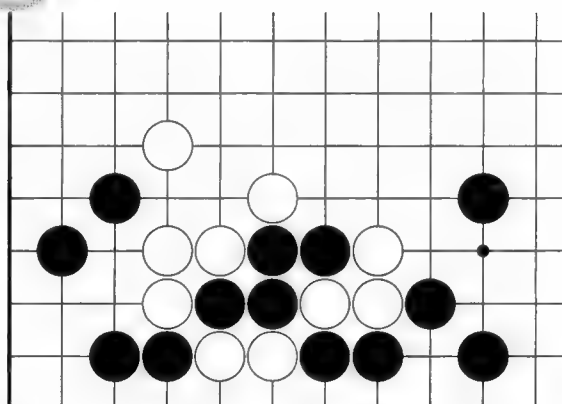
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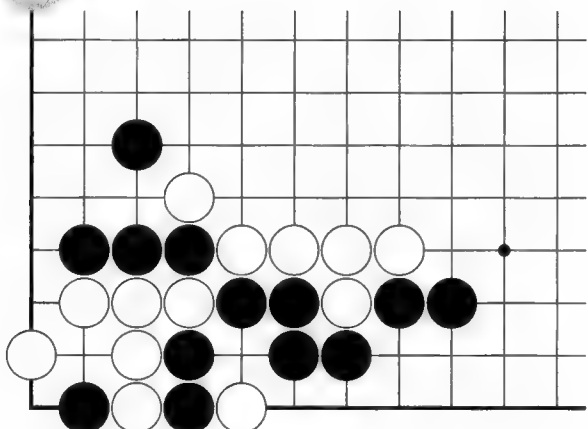
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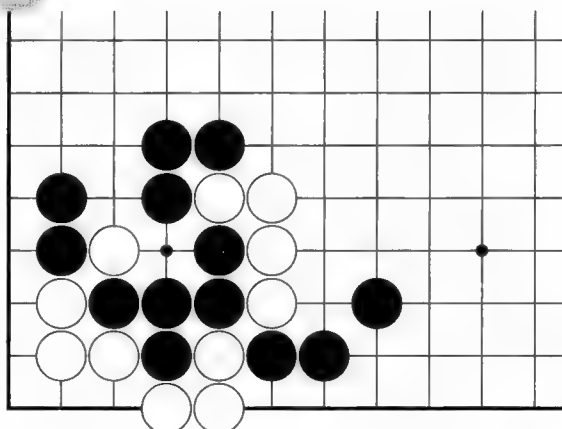
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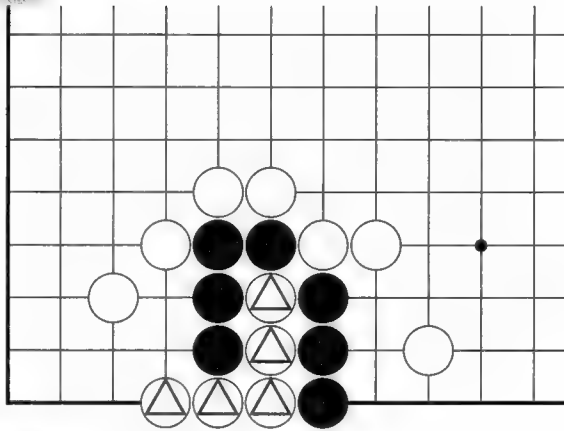
Atari to the Line of Death



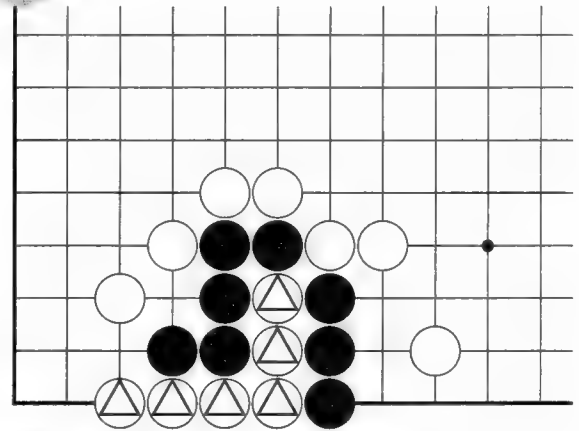
Thinking
power

Capture the  stones by playing the right atari.

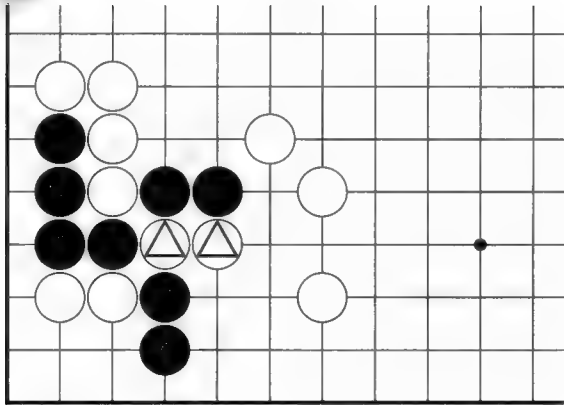
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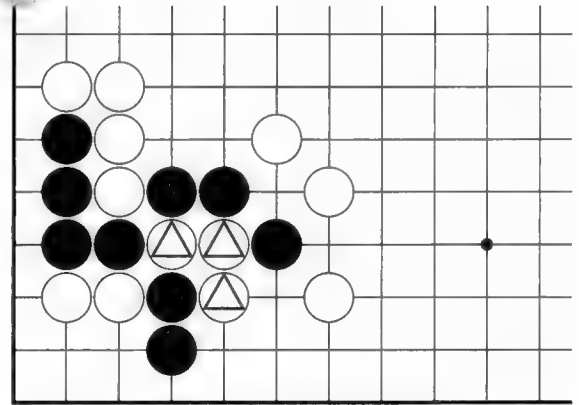
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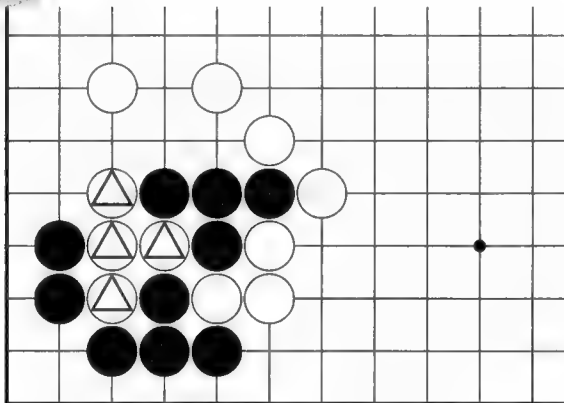
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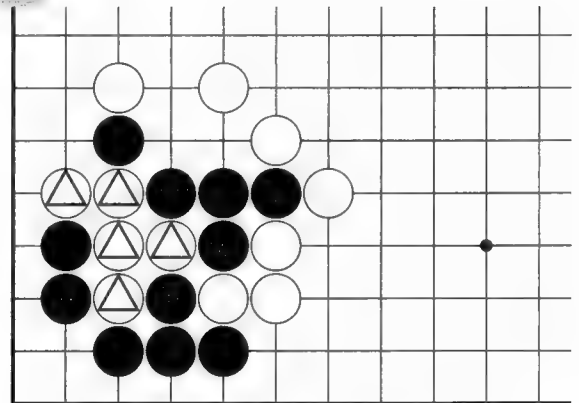
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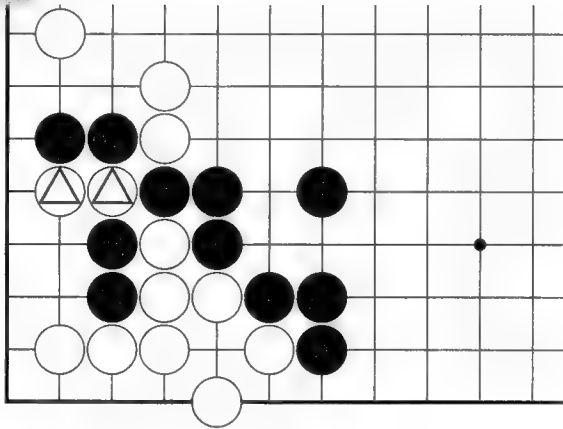
Atari to the Line of Death



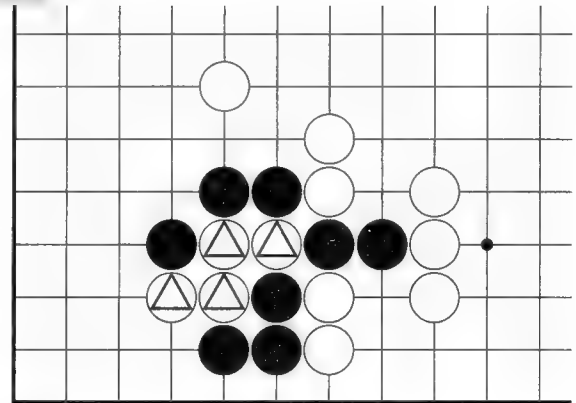
Thinking
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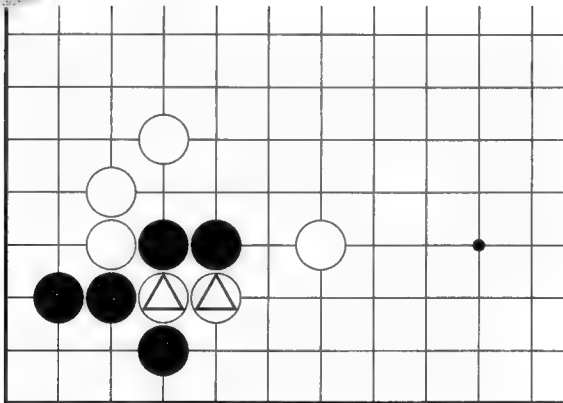
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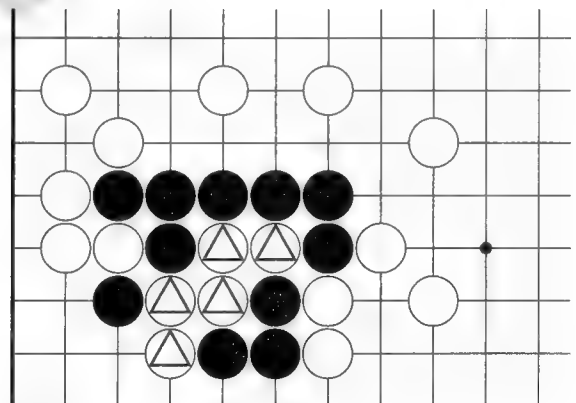
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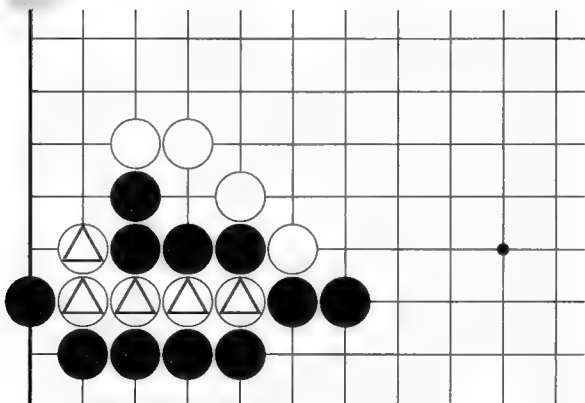
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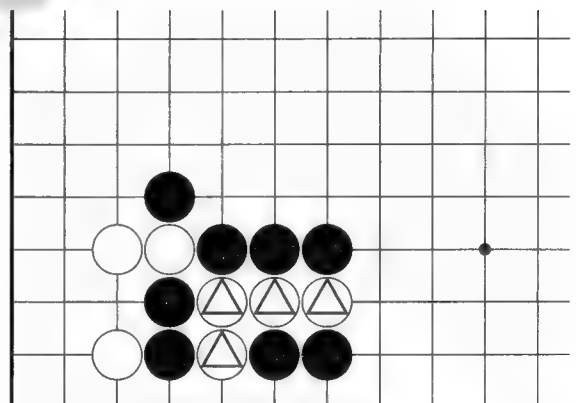
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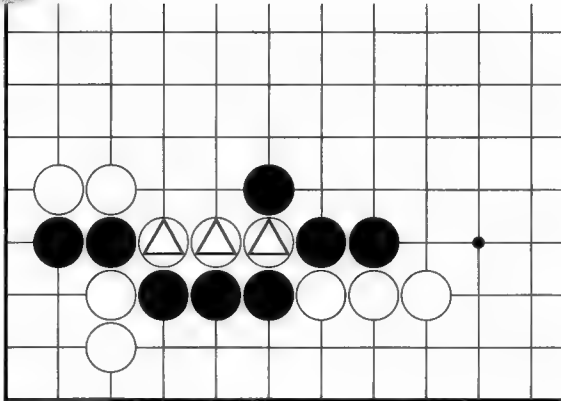
Atari while Cutting



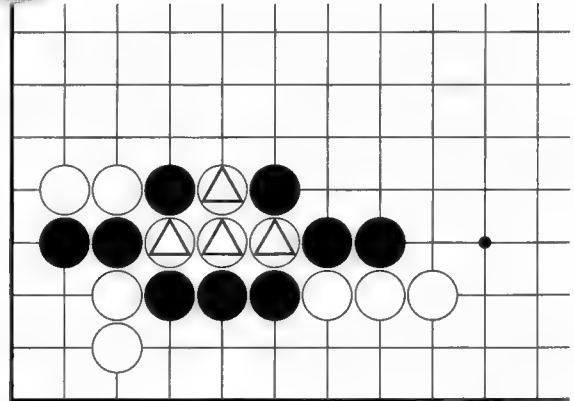
Thinking
power

Capture the  stones by playing the right atari.

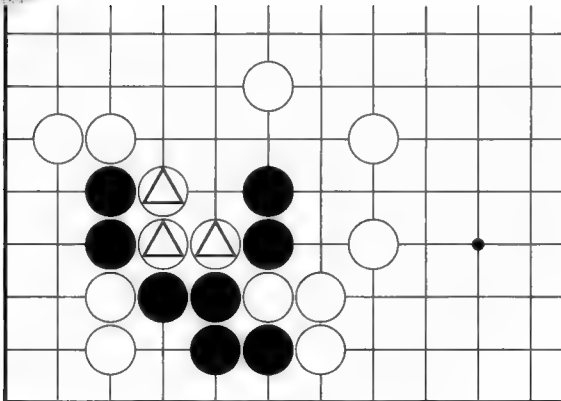
1



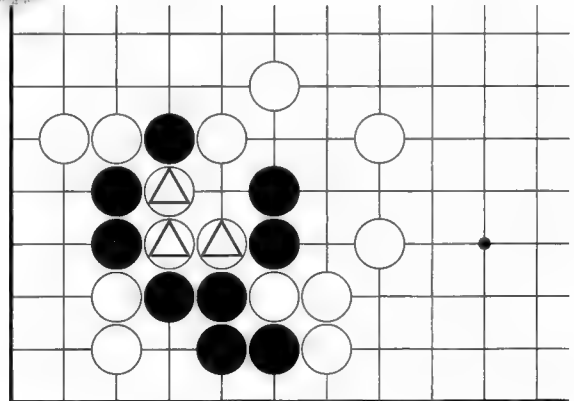
2



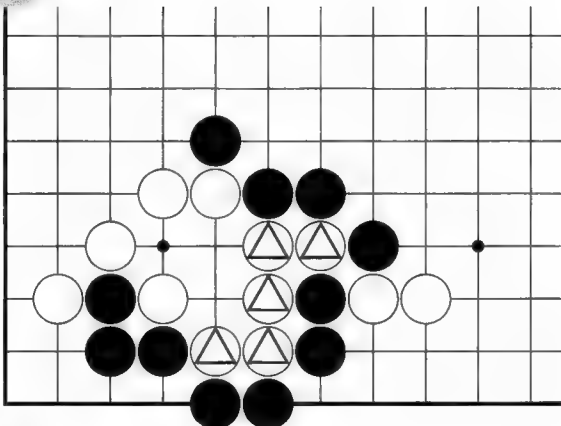
3



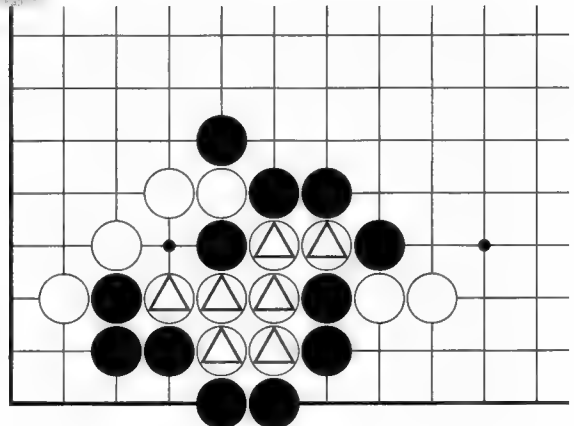
4



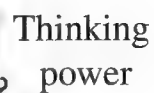
5



6



Atari while Cutting



A Go board diagram showing a sequence of moves. The board is a 19x19 grid. White stones are numbered 1 through 11. Black stones are numbered 12 through 17. The stones are placed on the intersections of the grid lines. A star point is marked with a dot on the right side of the board, at the intersection of the 10th and 16th lines from the top-left corner.

2

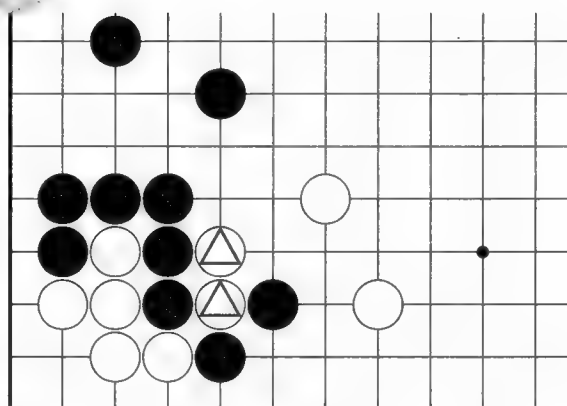
Atari to your Stones



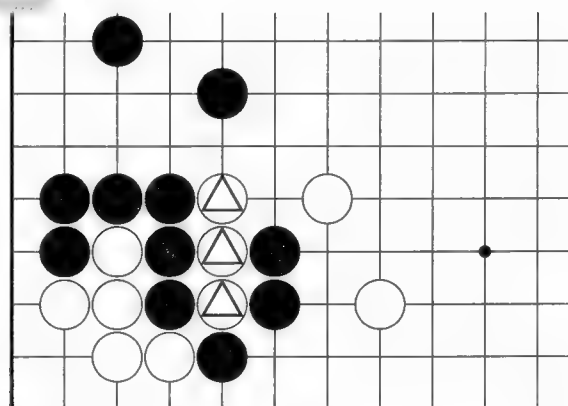
Thinking
power

Capture the  stones by playing the right atari.

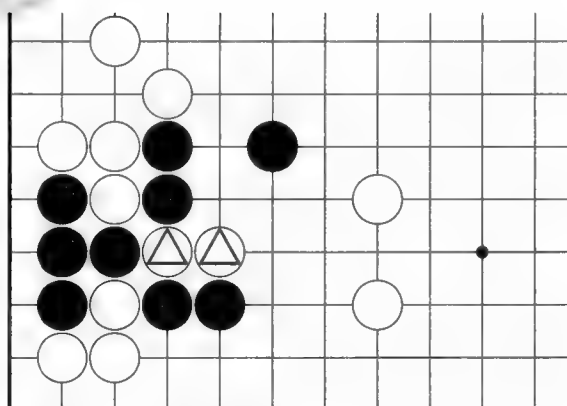
1



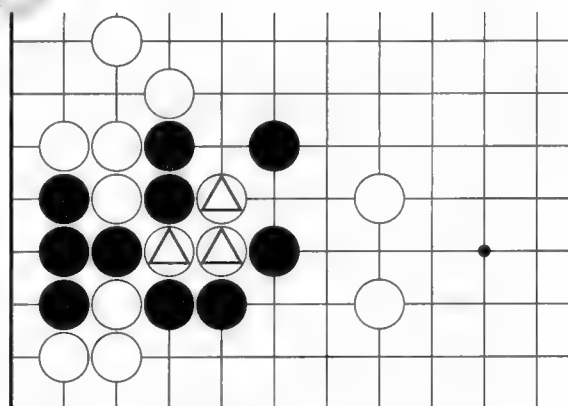
2



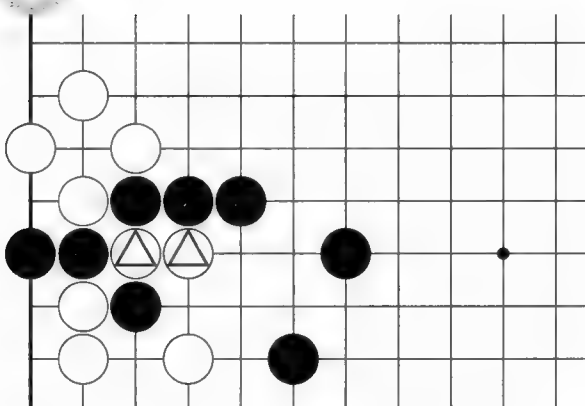
3



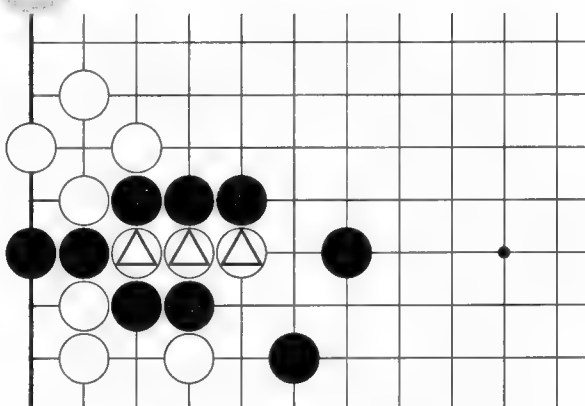
4



5



6



2

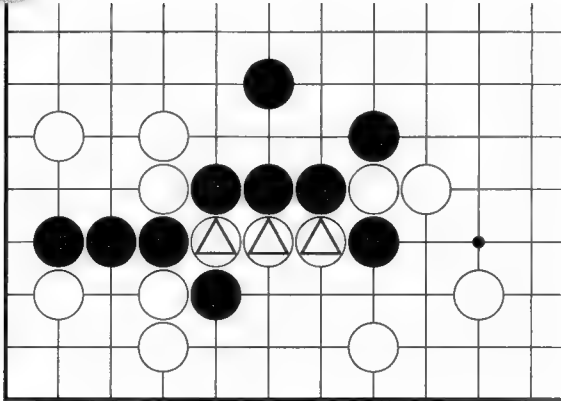
Atari to your Stones



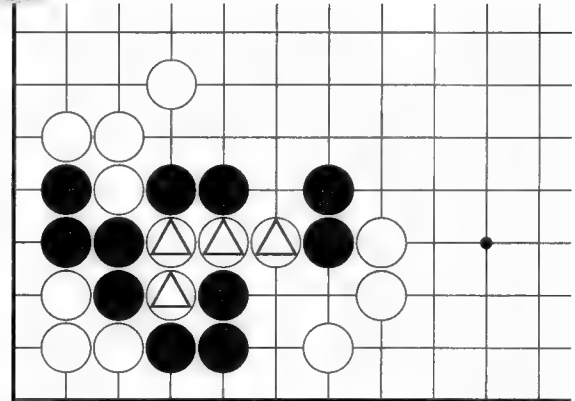
Thinking
power

Capture the  stones by playing the right atari.

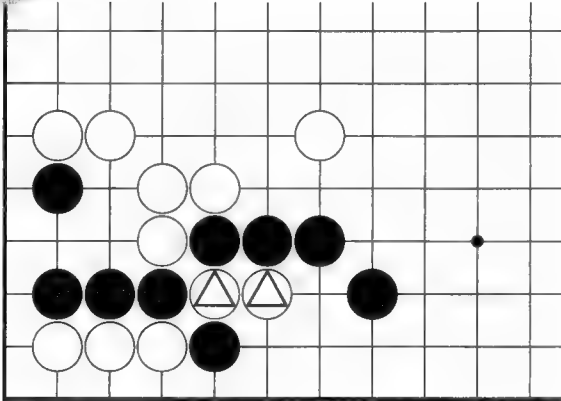
7



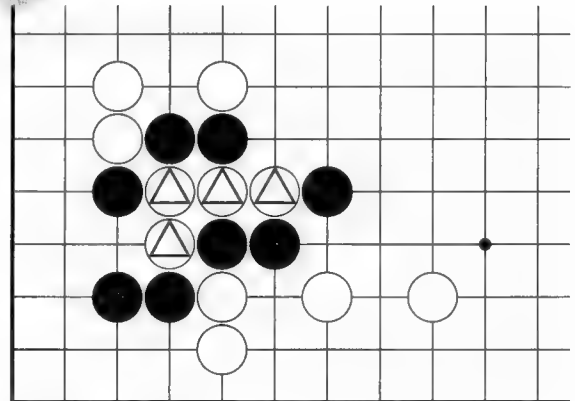
8



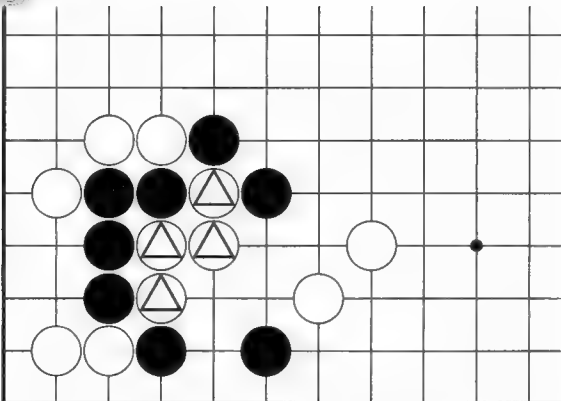
9



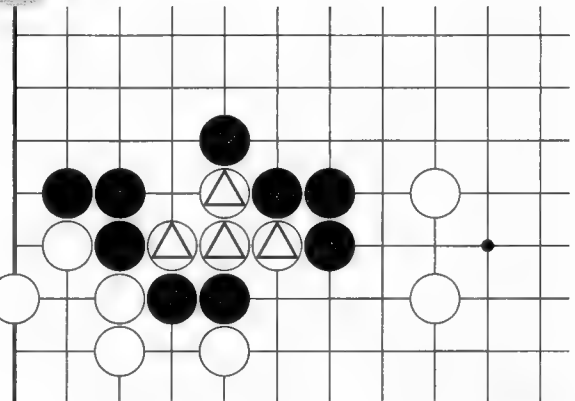
10



11



12



Jachung (自充)

自 衝

self stabbing

Reducing your own liberties

Beware of Jachung!

tok

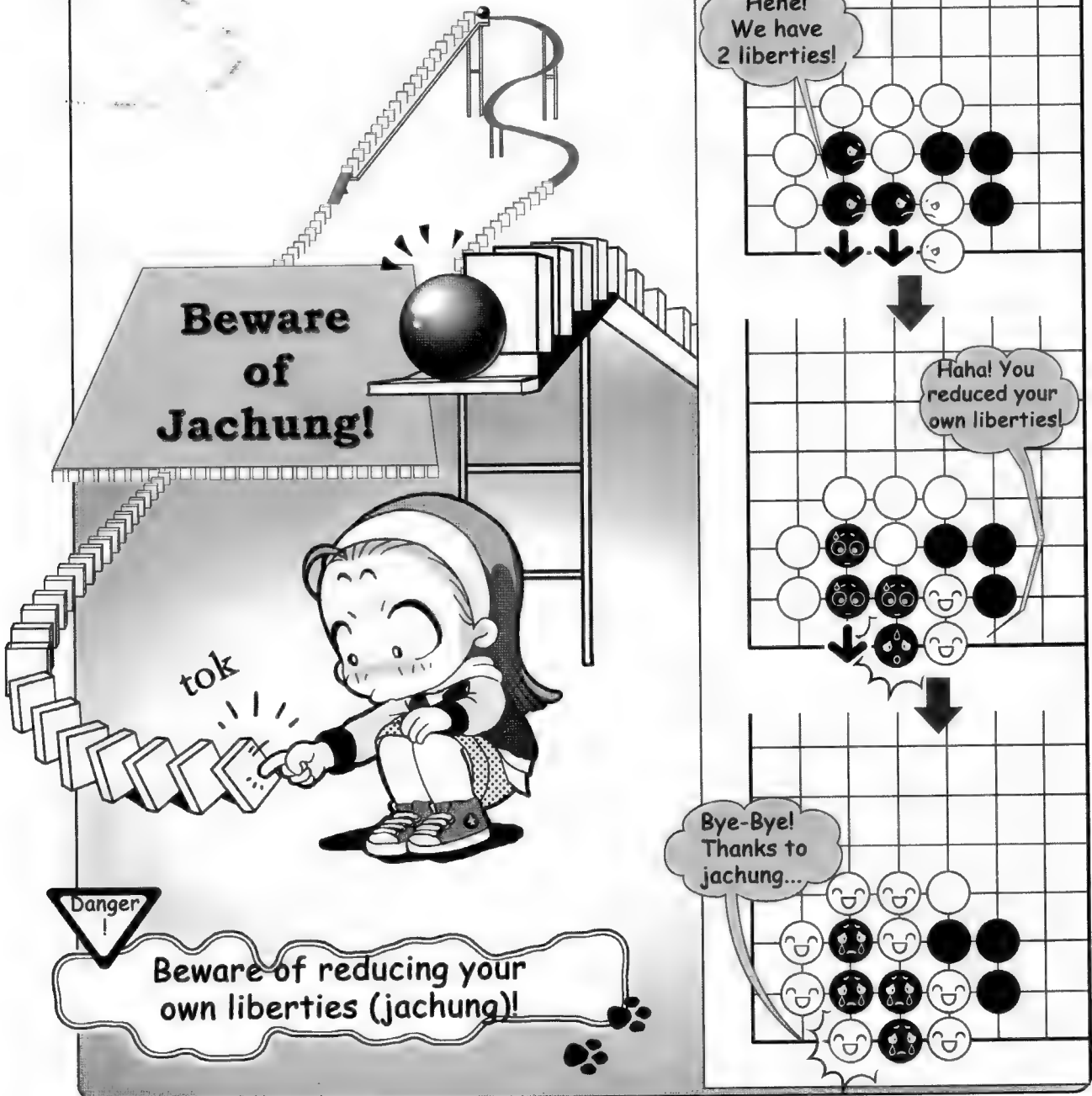
Danger!

Beware of reducing your own liberties (jachung)!

Hehe!
We have
2 liberties!

Haha! You
reduced your
own liberties!

Bye-Bye!
Thanks to
jachung...



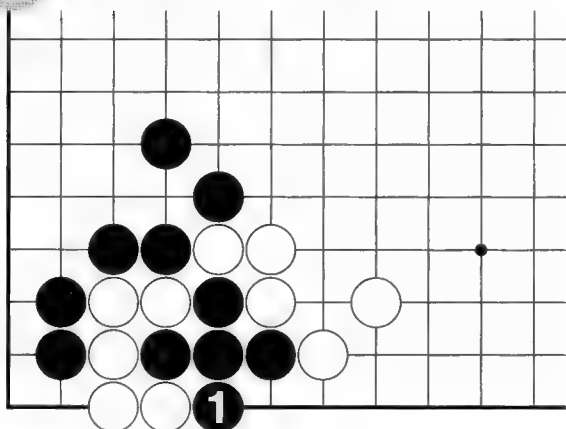
3

Good or Bad Move

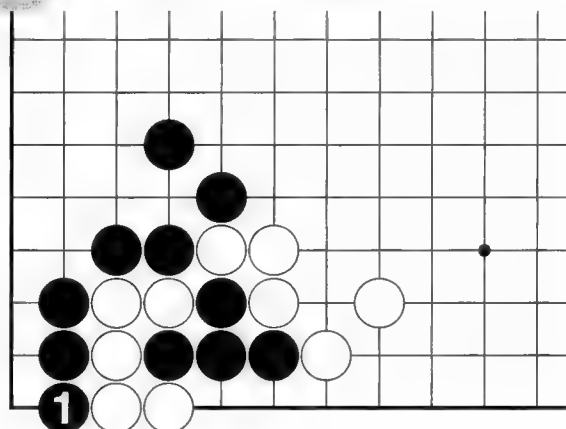


Is **1** a good or bad move?

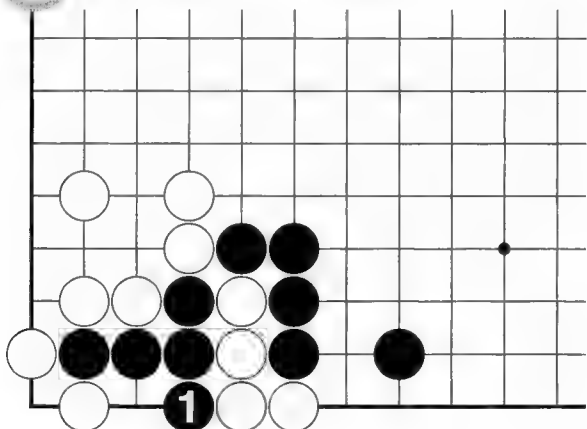
1 Good () Bad ()



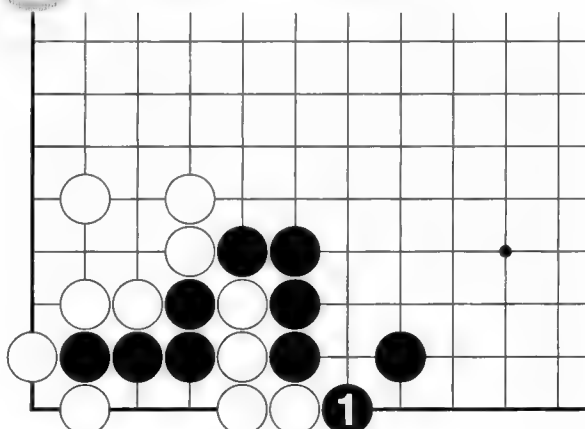
2 Good () Bad ()



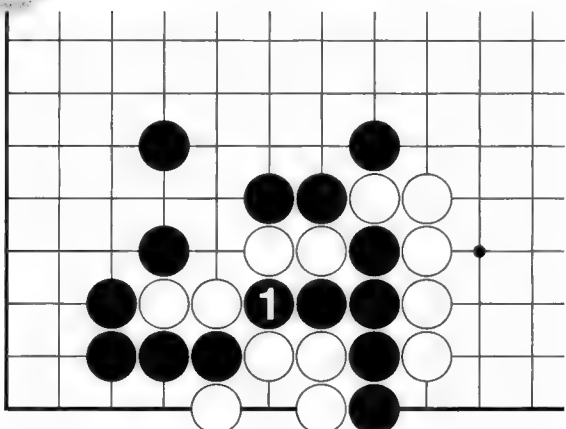
3 Good () Bad ()



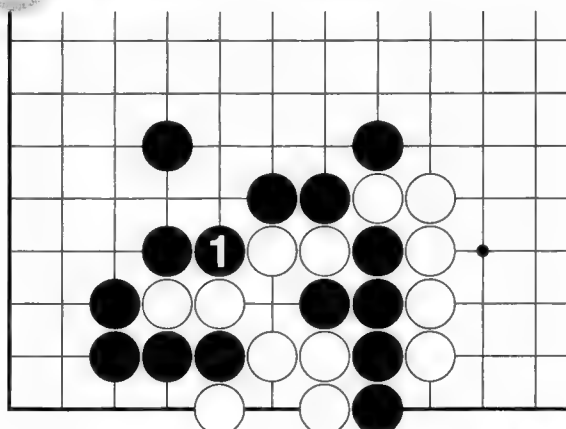
4 Good () Bad ()



5 Good () Bad ()



6 Good () Bad ()



3

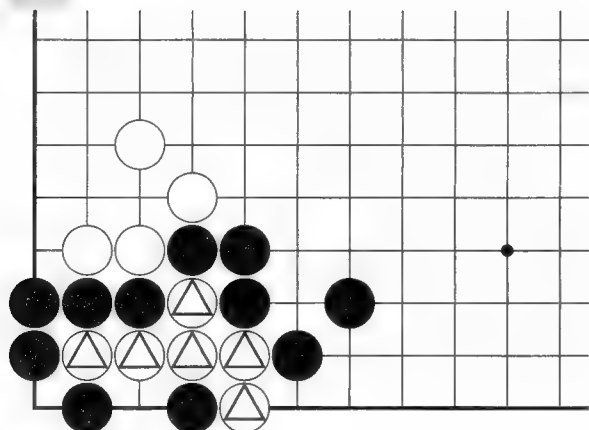
Beware of Jachung



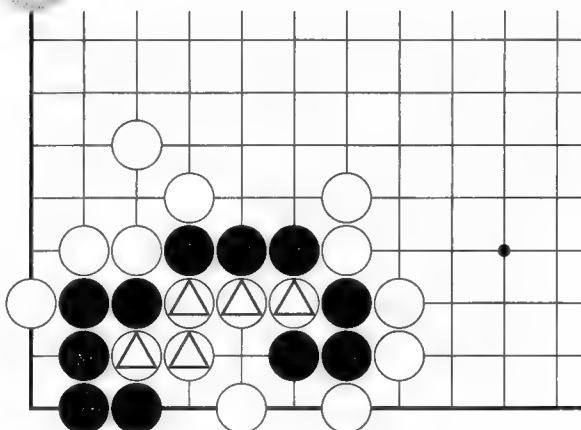
Thinking
power

Capture the  stones but beware of taking your own liberties.

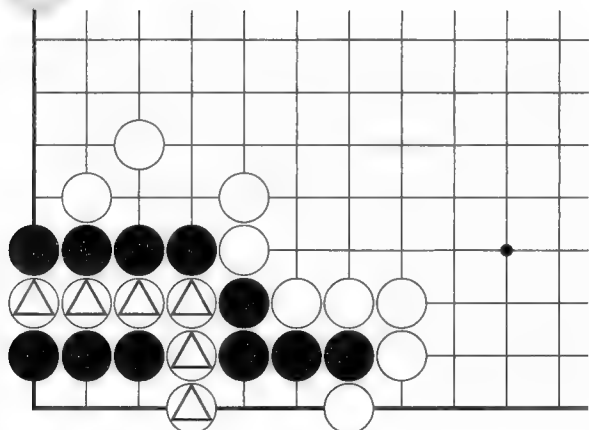
1



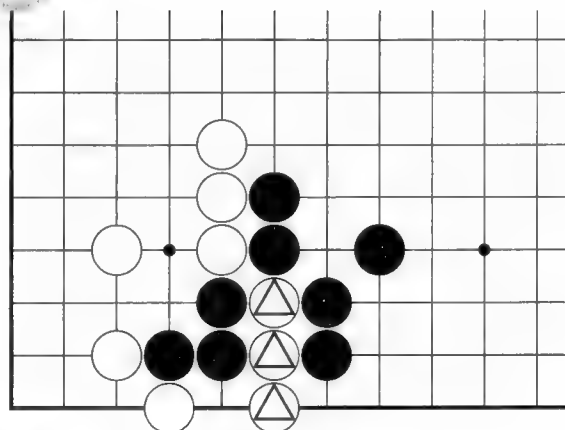
2



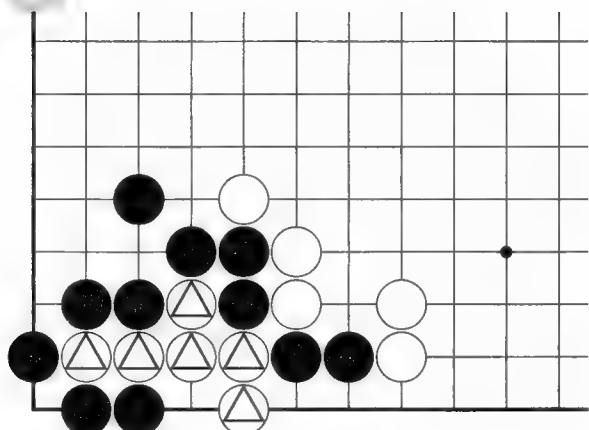
3



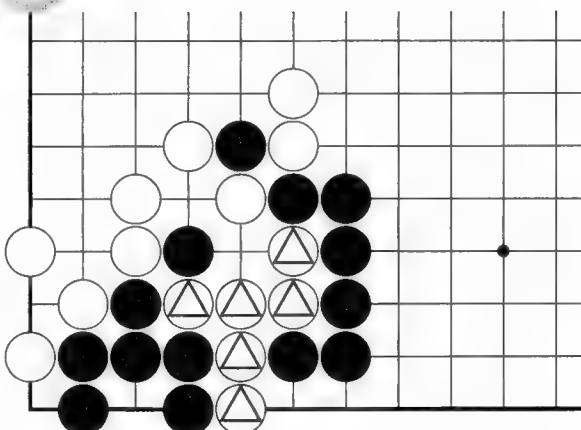
4



5



6



3

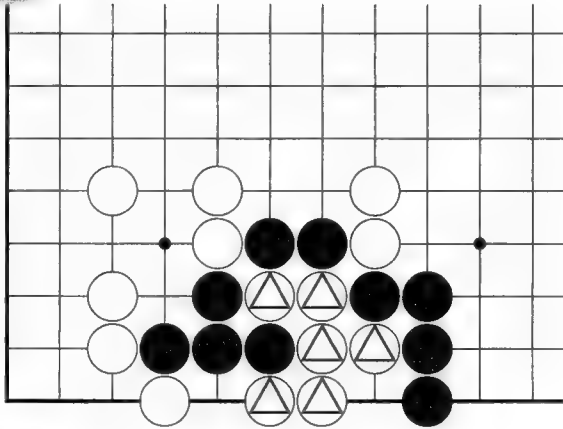
Beware of Jachung



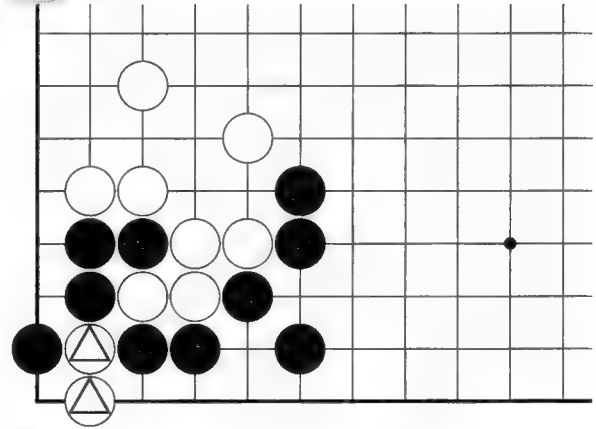
Thinking
power

Capture the  stones but beware of taking your own liberties.

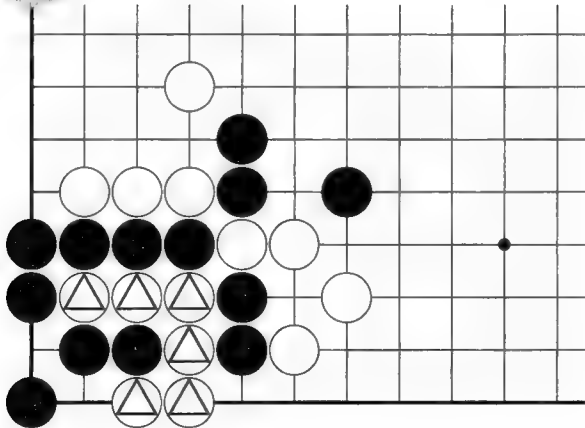
7



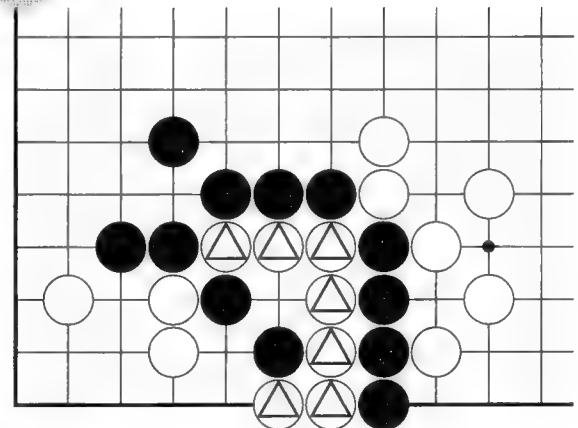
8



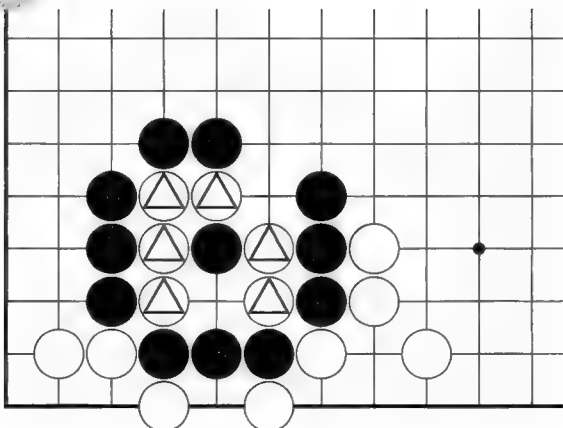
9



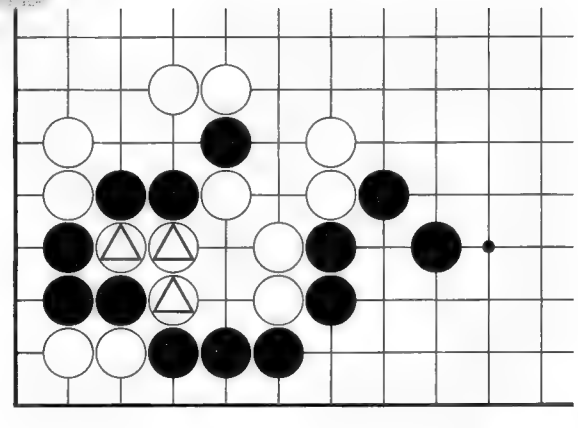
10



11



12




3

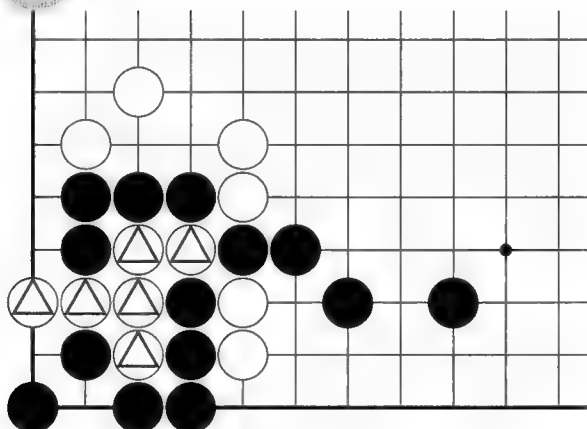
Beware of Jachung



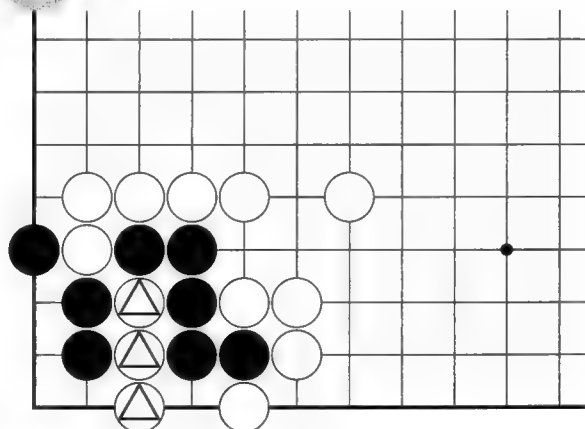
Thinking
power

Capture the  stones.

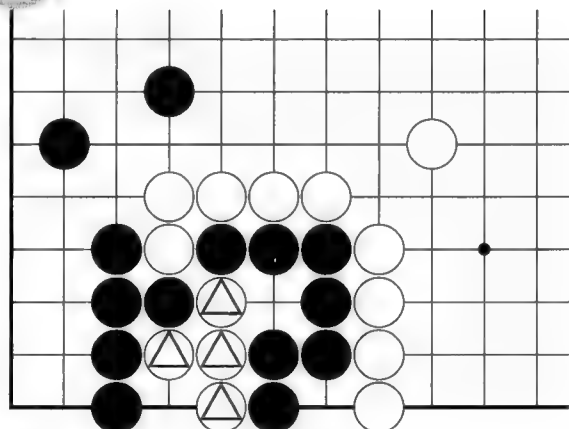
13



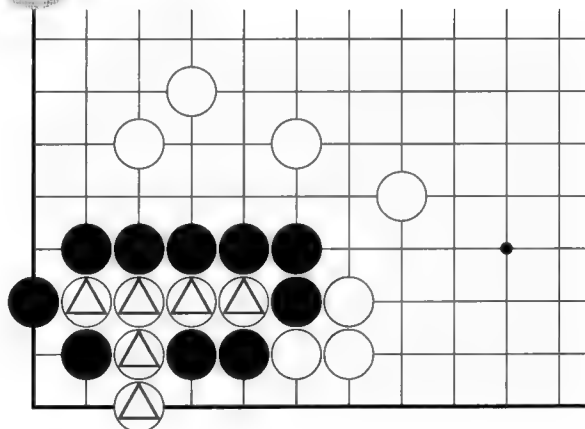
14



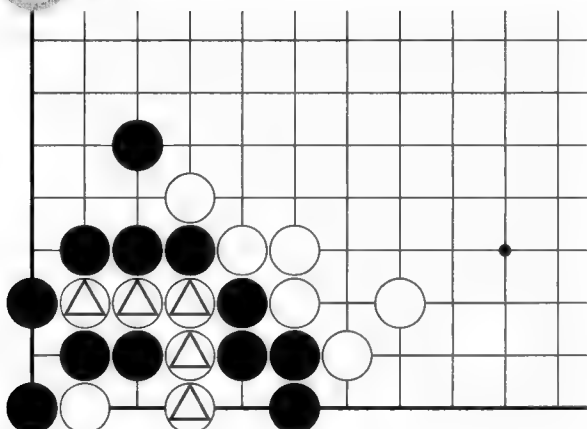
15



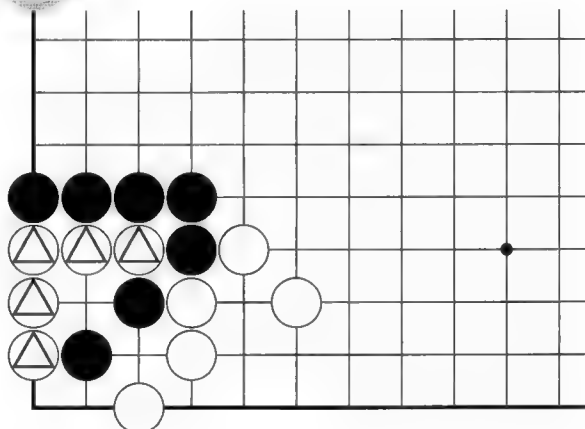
16



17



18




3

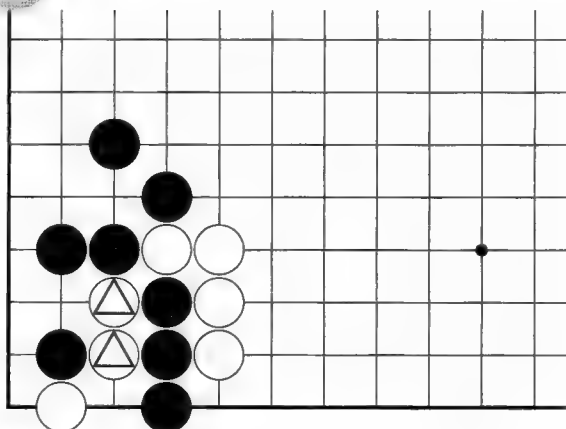
Beware of Jachung



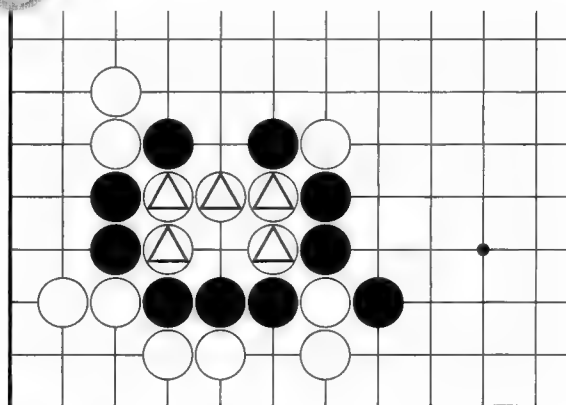
Thinking
power

Capture the  stones.

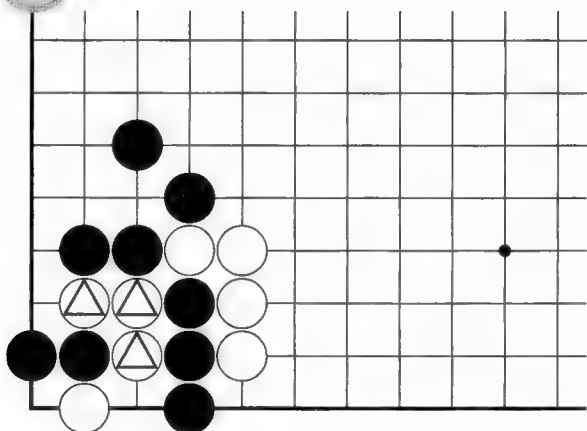
19



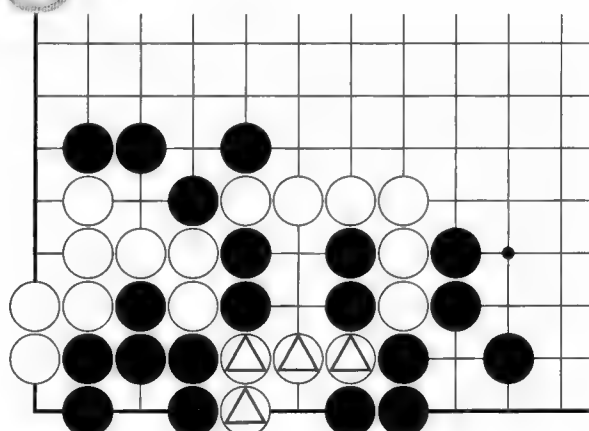
20



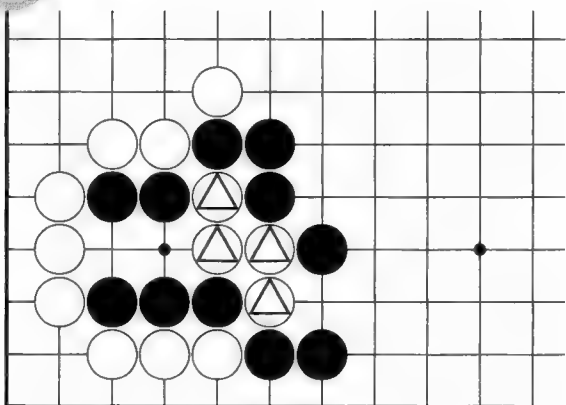
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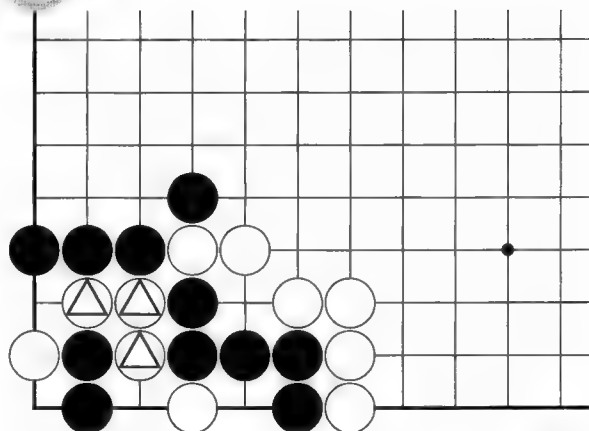
22



23



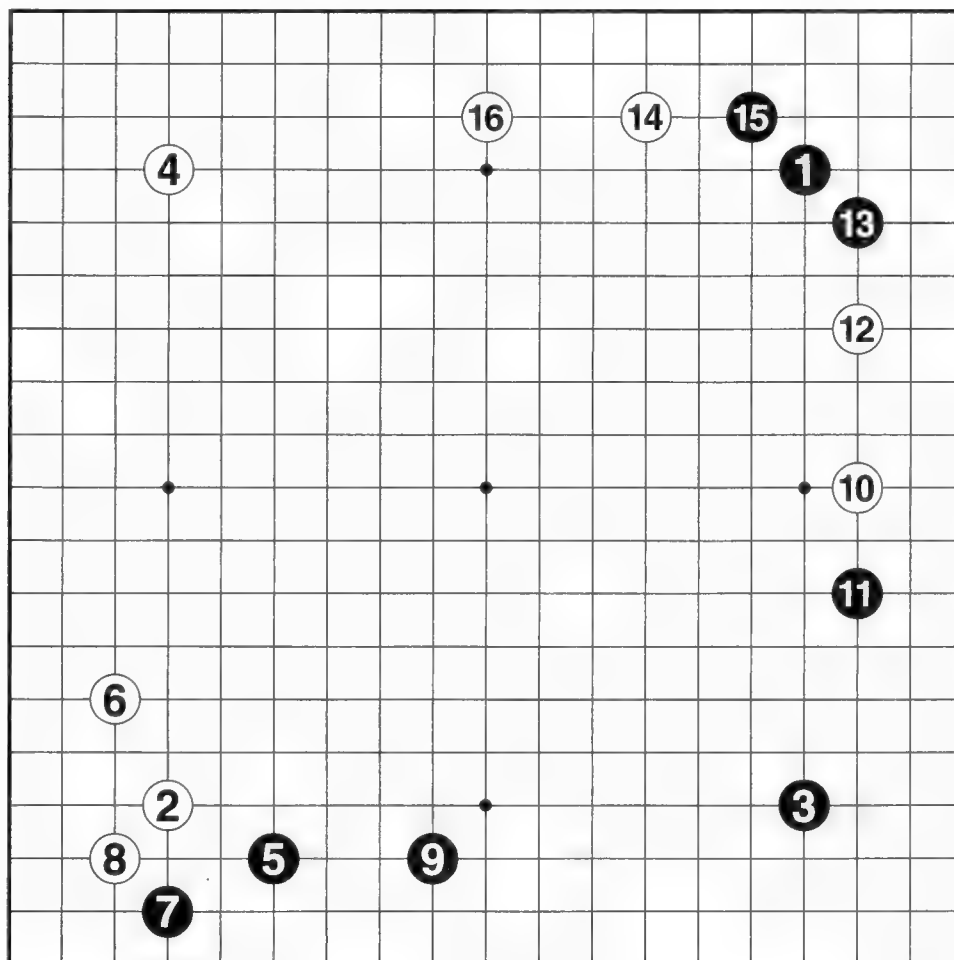
24



3

Opening 1

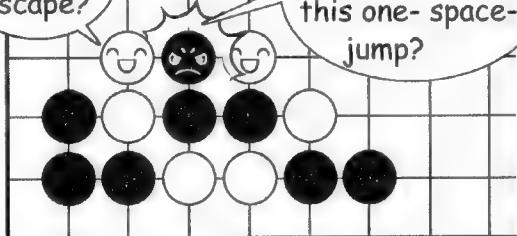
Let's study a professional opening. First, put the stones on the board while reading the text and then replay the moves alone.



- | | |
|--------------------------|---------------------------|
| ① Star Point | ② Star Point |
| ③ 2-Star-Formation | ④ 2-Star-Formation |
| ⑤ Knight's Approach Move | ⑥ Knight's Answering Move |
| ⑦ Knight's Sliding Move | ⑧ Diagonal Blocking Move |
| ⑨ 2-Space-Extension | ⑩ Dividing Move |
| ⑪ Approaching Move | ⑫ 2-Space-Extension |
| ⑬ Diagonal Blocking Move | ⑭ Large Knight's Approach |
| ⑮ Diagonal Blocking Move | ⑯ 2-Space-Extension |

Can Your Stones Escape?

Oh my!
Can you
escape?

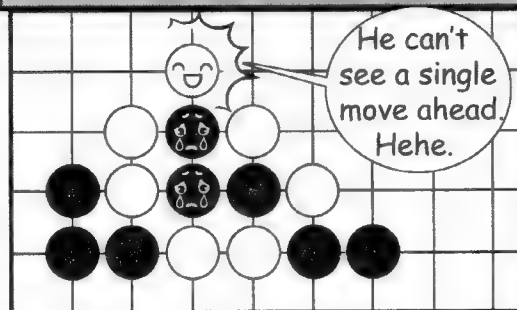


How about
escaping through
this one- space-
jump?

Oh dear!
My head hurts!
Can I really escape
from here??

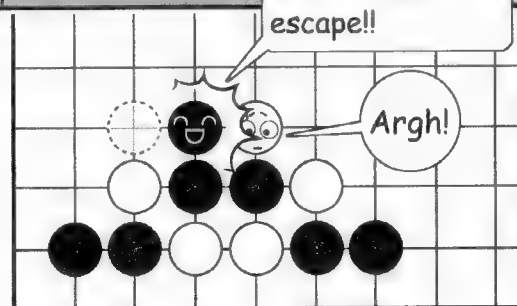


He can't
see a single
move ahead.
Hehe.



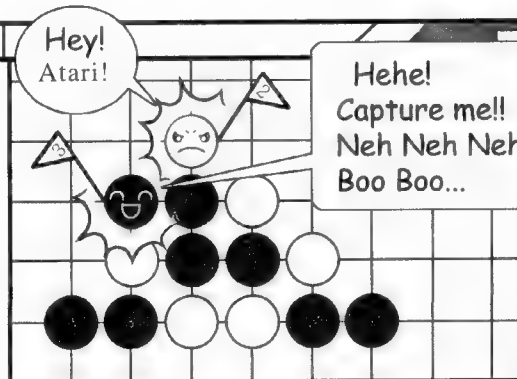
Yippie! As there
isn't white next
to me I can
escape!!

Argh!



Hey!
Atari!

Hehe!
Capture me!!
Neh Neh Neh
Boo Boo...

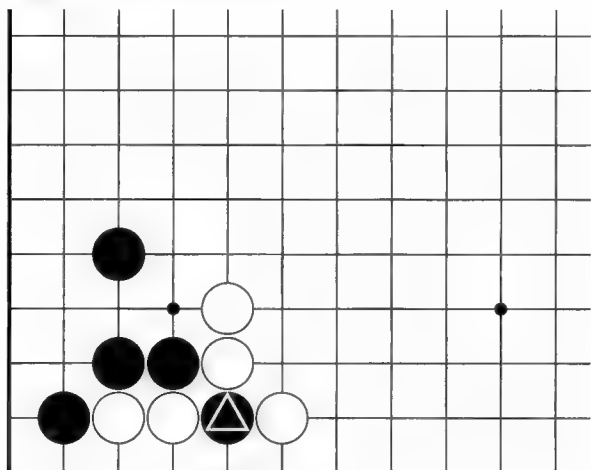


4

Can you Escape?



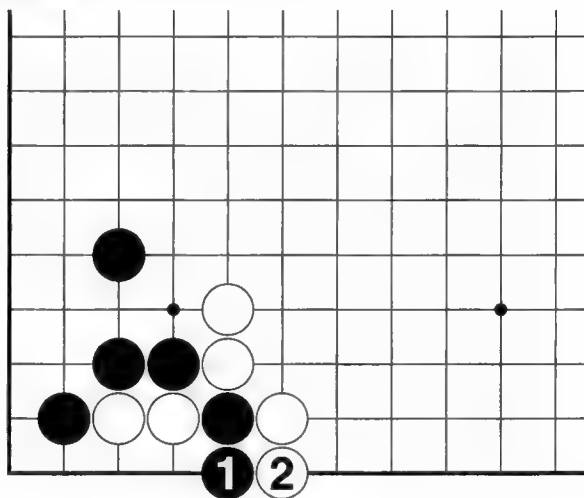
Situation 1



Can the stone escape?



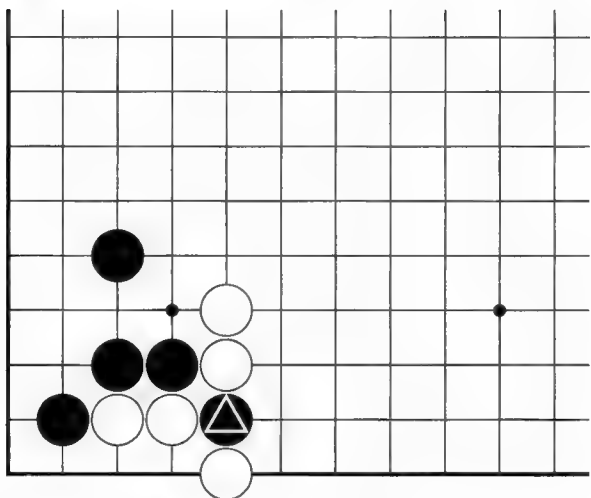
Diagram 1



It can't escape towards the line of death.



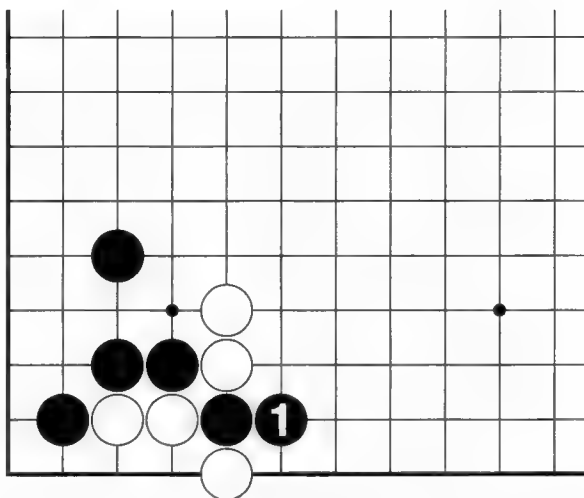
Situation 2



Can the stone escape?



Diagram 2



The stone gets 3 liberties, so it can escape.

4

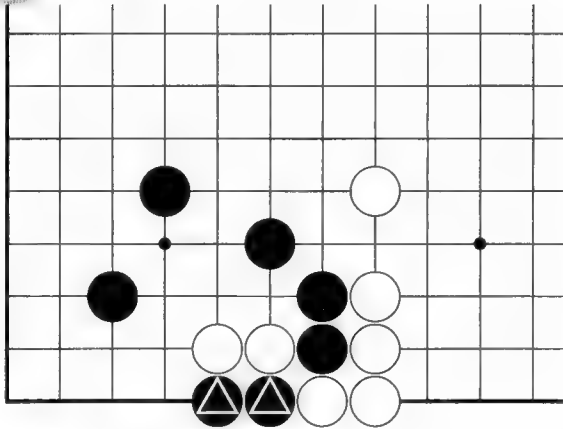
Can you Escape?



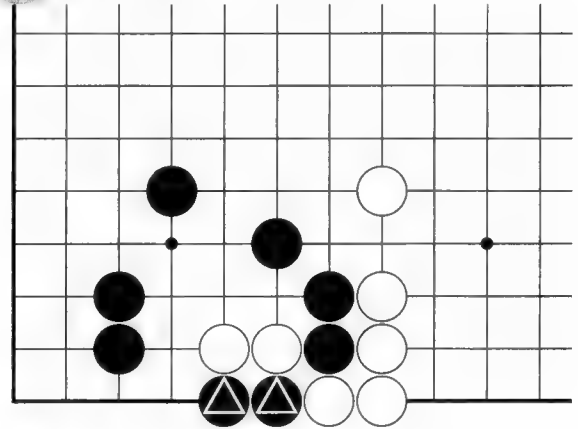
Judgment
ability

Can the  stones escape?

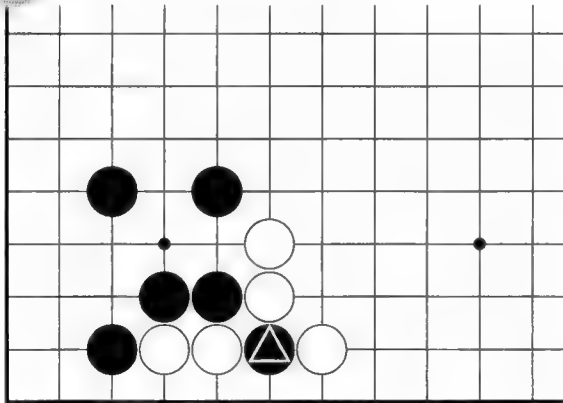
1 Can () Can't ()



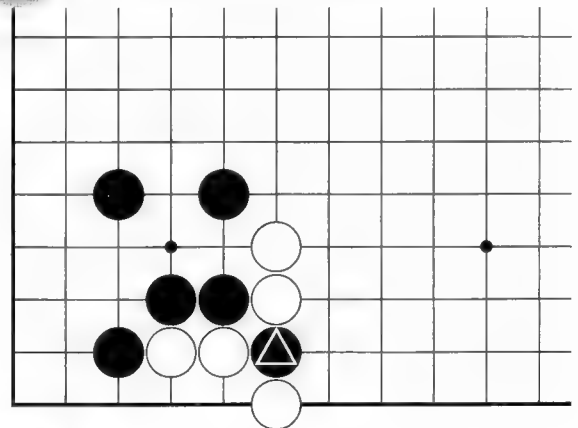
2 Can () Can't ()



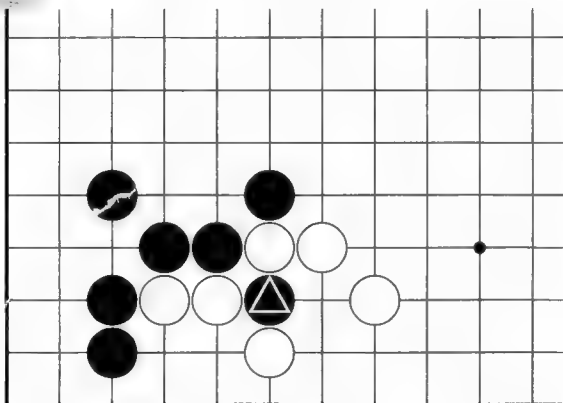
3 Can () Can't ()



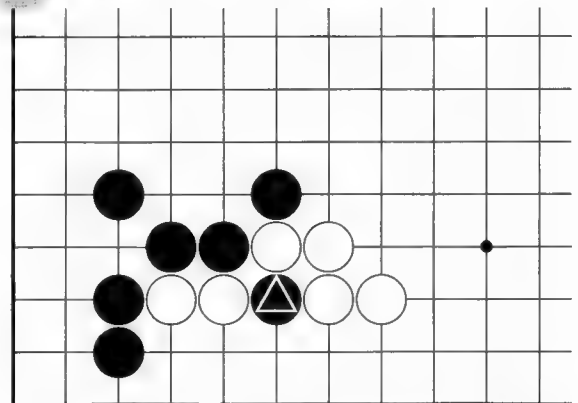
4 Can () Can't ()



5 Can () Can't ()



6 Can () Can't ()



4

Can you Escape?

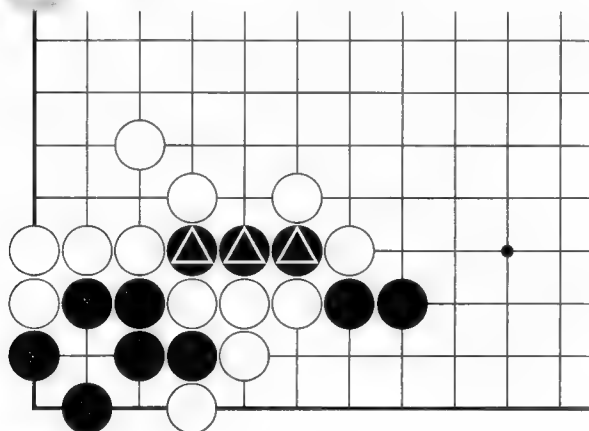


Judgment
ability

Can the  stones escape?

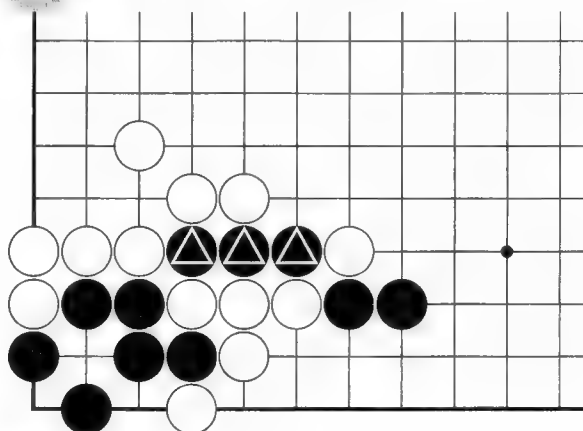
7

Can () Can't ()



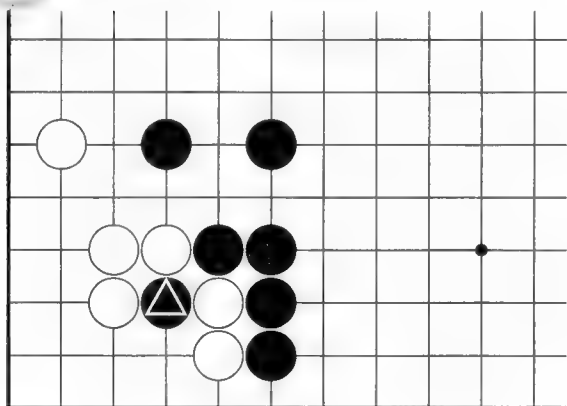
8

Can () Can't ()



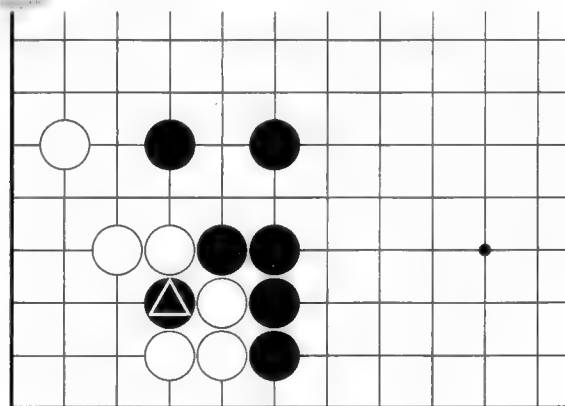
9

Can () Can't ()



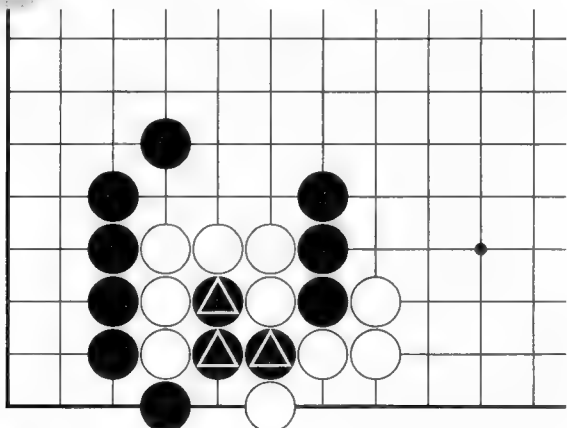
10

Can () Can't ()



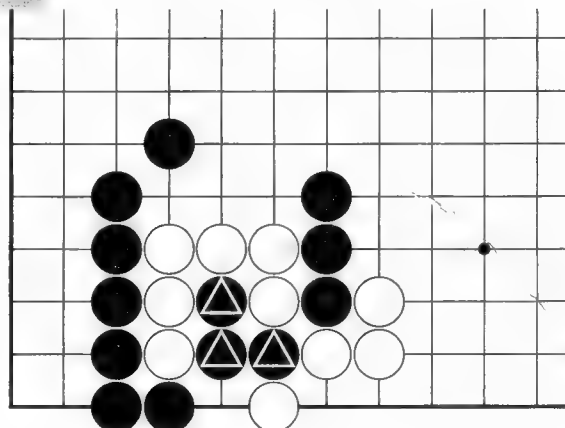
11

Can () Can't ()



12

Can () Can't ()



4

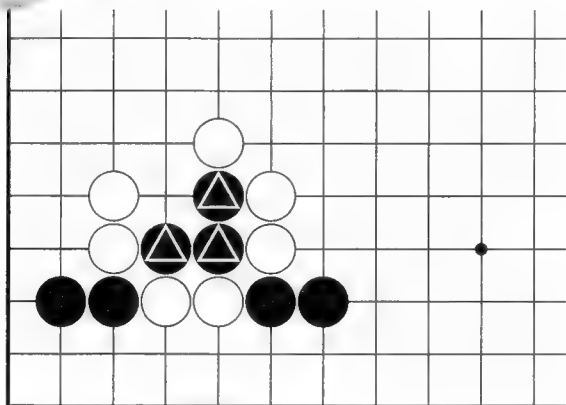
Can you Escape?



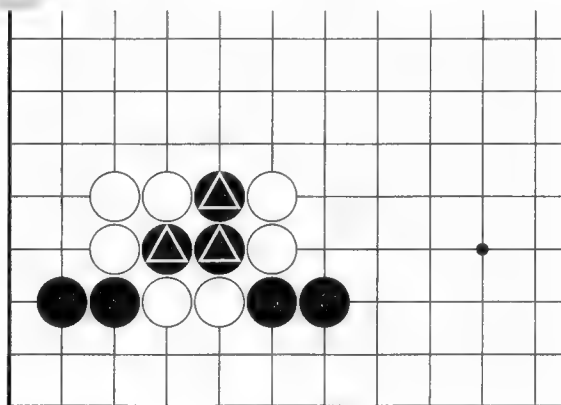
Judgment
ability

Can the  stones escape?

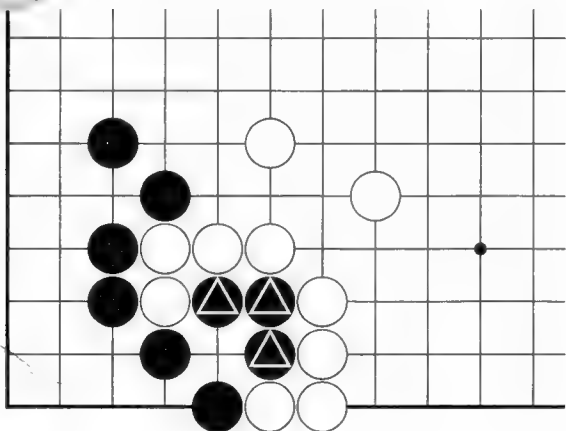
13 Can () Can't ()



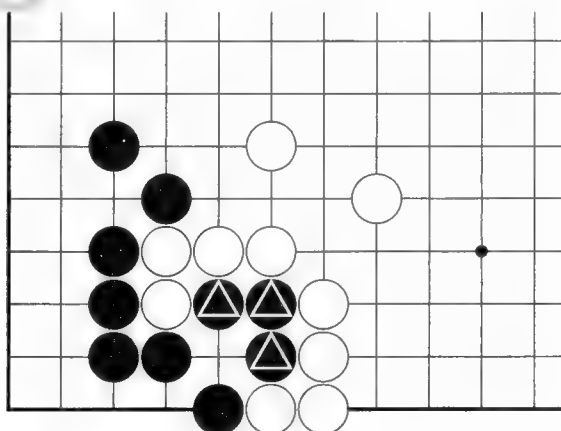
14 Can () Can't ()



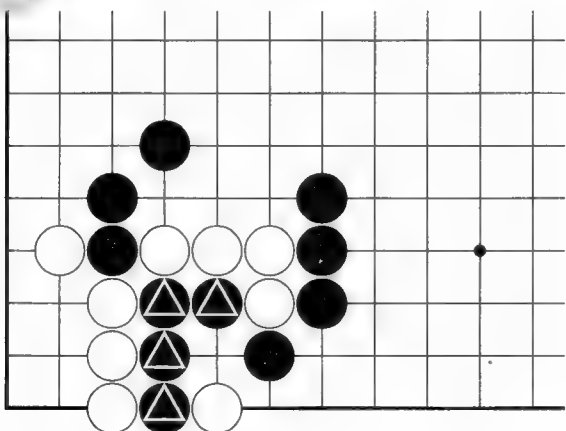
15 Can () Can't ()



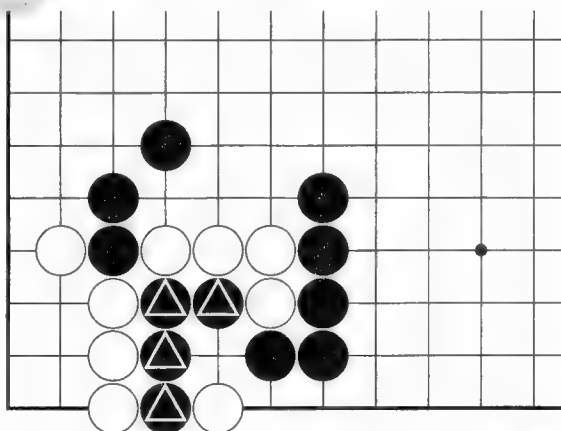
16 Can () Can't ()



17 Can () Can't ()



18 Can () Can't ()



Can you Escape?



Judgment
ability

Which black stones can escape? Circle A or B.

[illegible]

4

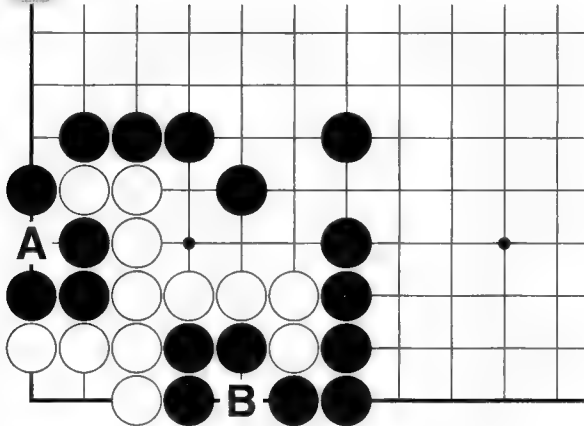
Can you Escape?



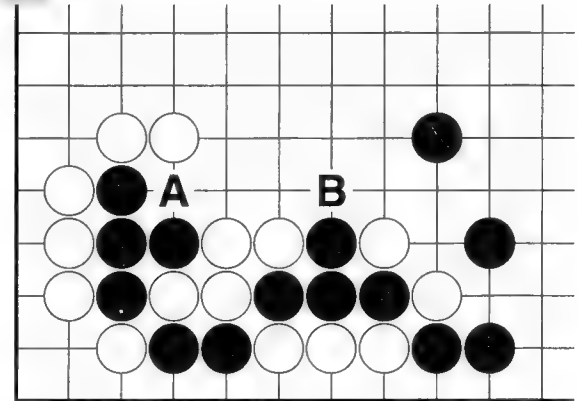
Judgment
ability

Which black stones can escape? Circle A or B.

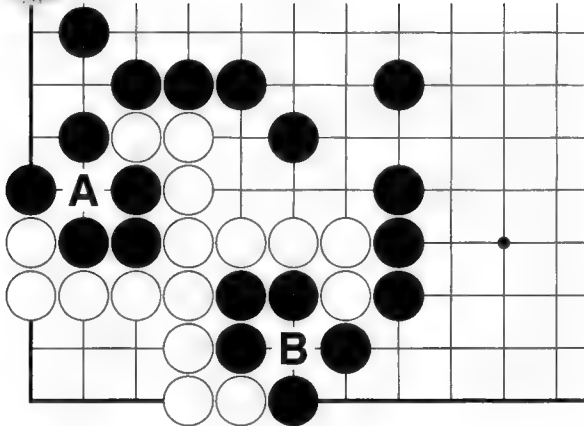
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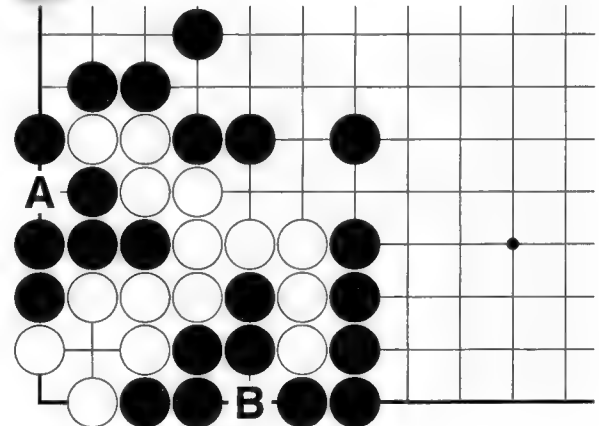
8



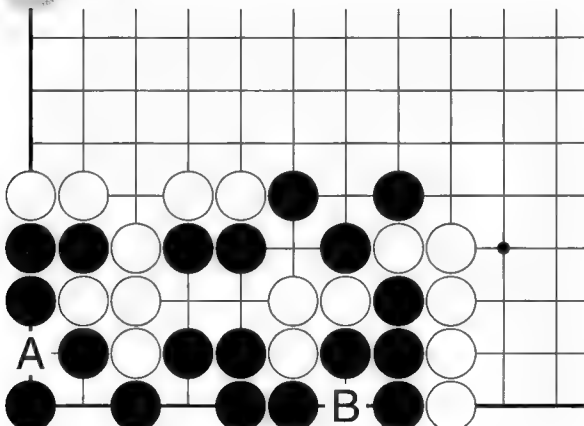
9



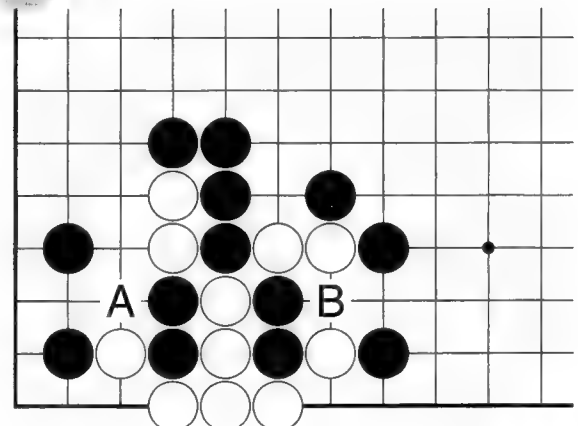
10



11

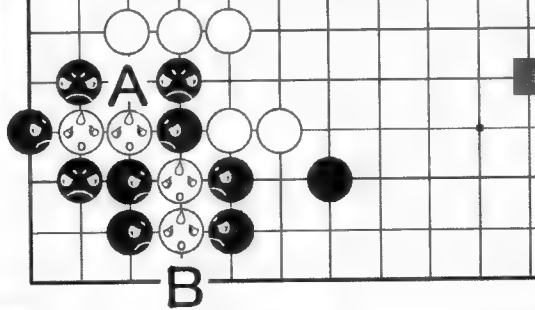


12

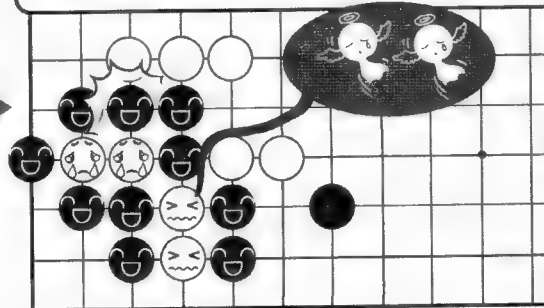


Which stones to capture?

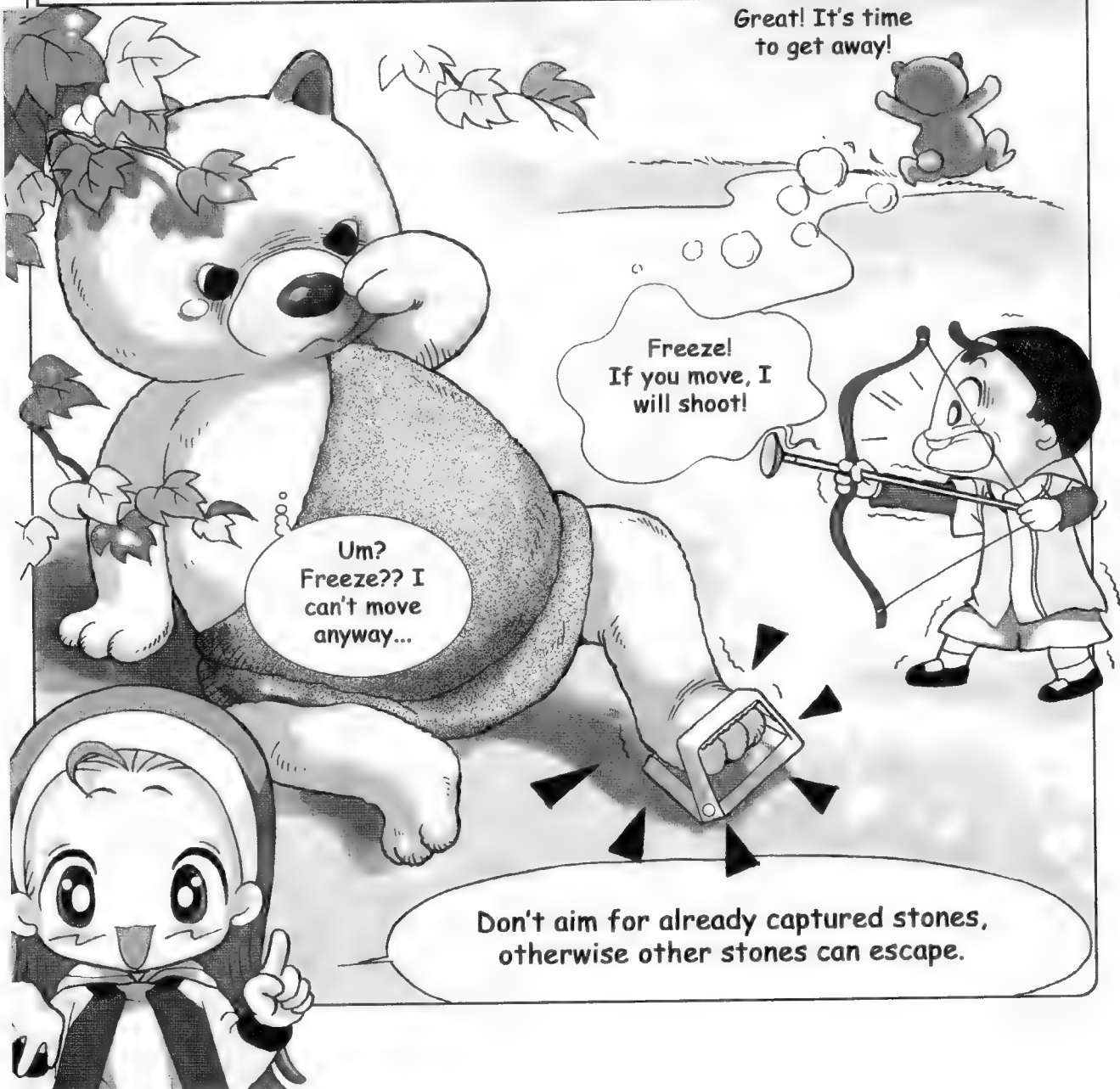
Between A and B, which stones shall we capture?



Of course we should capture the stones that can escape!



Great! It's time to get away!

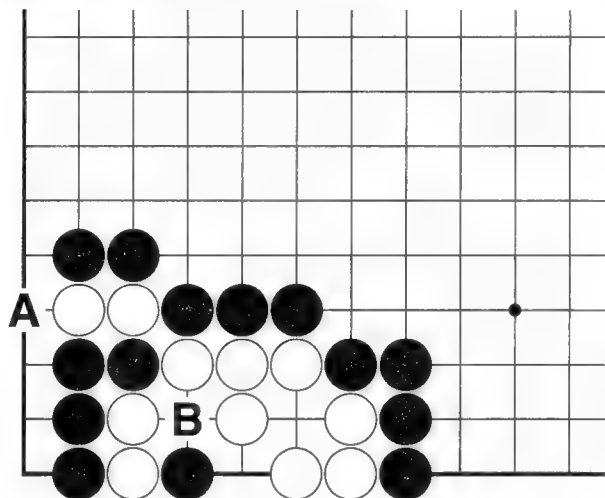


5

Which Stones to Capture



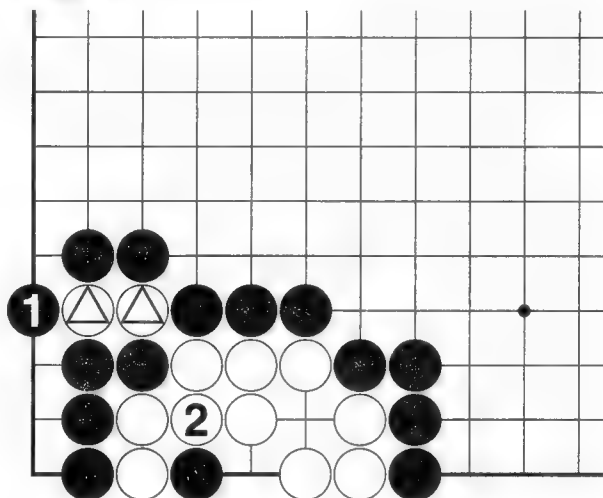
Situation



Between A and B, which stones should Black capture?



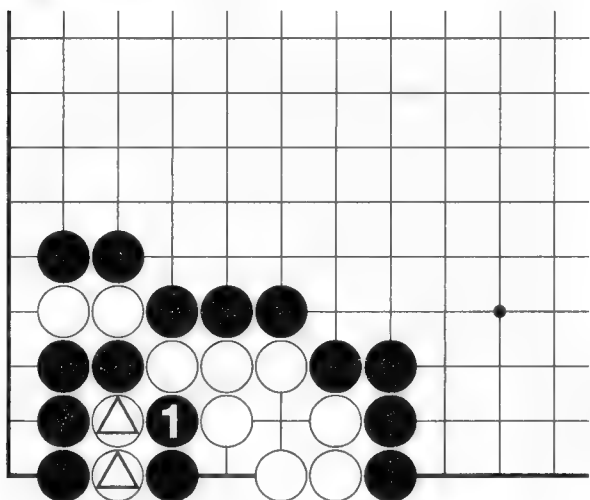
Failure



Better don't capture stones, which are already dead. With ②, White will save the big group.



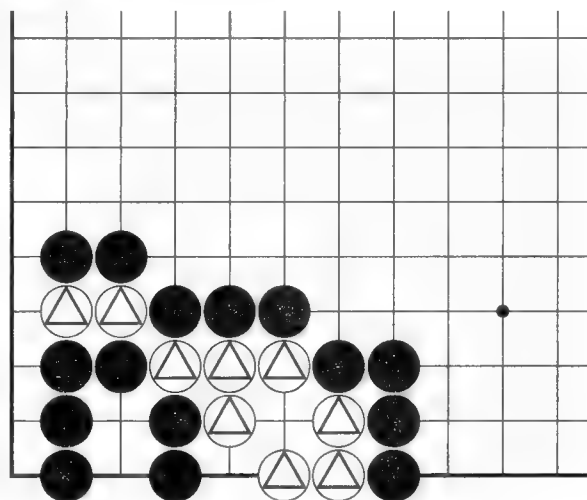
Success 1



Black should capture the stones that White could save.



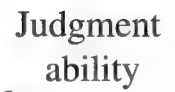
Success 2



Wow! All the ⊗ stones are dead!

Capture only the stones that can escape!

Which Stones to Capture



Which stones should Black capture? Circle A or B.

A 10x10 grid with a coordinate system where (0,0) is the bottom-left corner. The grid contains black and white circles. Black circles are located at (1,1), (1,2), (2,1), (2,2), (3,1), (3,2), (4,1), (4,2), (5,1), (5,2), (6,1), (6,2), (7,1), (7,2), (8,1), (8,2), (9,1), (9,2), (10,1), (10,2), (11,1), (11,2), (12,1), (12,2), (13,1), (13,2), (14,1), (14,2), (15,1), (15,2), (16,1), (16,2), (17,1), (17,2), (18,1), (18,2), (19,1), (19,2), (20,1), (20,2), (21,1), (21,2), (22,1), (22,2), (23,1), (23,2), (24,1), (24,2), (25,1), (25,2), (26,1), (26,2), (27,1), (27,2), (28,1), (28,2), (29,1), (29,2), (30,1), (30,2), (31,1), (31,2), (32,1), (32,2), (33,1), (33,2), (34,1), (34,2), (35,1), (35,2), (36,1), (36,2), (37,1), (37,2), (38,1), (38,2), (39,1), (39,2), (40,1), (40,2), (41,1), (41,2), (42,1), (42,2), (43,1), (43,2), (44,1), (44,2), (45,1), (45,2), (46,1), (46,2), (47,1), (47,2), (48,1), (48,2), (49,1), (49,2), (50,1), (50,2), (51,1), (51,2), (52,1), (52,2), (53,1), (53,2), (54,1), (54,2), (55,1), (55,2), (56,1), (56,2), (57,1), (57,2), (58,1), (58,2), (59,1), (59,2), (60,1), (60,2), (61,1), (61,2), (62,1), 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(177,2), (178,1), (178,2), (179,1), (179,2), (180,1), (180,2), (181,1), (181,2), (182,1), (182,2), (183,1), (183,2), (184,1), (184,2), (185,1), (185,2), (186,1), (186,2), (187,1), (187,2), (188,1), (188,2), (189,1), (189,2), (190,1), (190,2), (191,1), (191,2), (192,1), (192,2), (193,1), (193,2), (194,1), (194,2), (195,1), (195,2), (196,1), (196,2), (197,1), (197,2), (198,1), (198,2), (199,1), (199,2), (200,1), (200,2), (201,1), (201,2), (202,1), (202,2), (203,1), (203,2), (204,1), (204,2), (205,1), (205,2), (206,1), (206,2), (207,1), (207,2), (208,1), (208,2), (209,1), (209,2), (210,1), (210,2), (211,1), (211,2), (212,1), (212,2), (213,1), (213,2), (214,1), (214,2), (215,1), (215,2), (216,1), (216,2), (217,1), (217,2), (218,1), (218,2), (219,1), (219,2), (220,1), (220,2), (221,1), (221,2), (222,1), (222,2), (223,1), (223,2), (224,1), (224,2), (225,1), (225,2), (226,1), (226,2), (227,1), (227,2), (228,1), (228,2), (229,1), (229,2), (230,1), (230,2), (231,1), (231,2), (232,1), (232,2), 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(288,2), (289,1), (289,2), (290,1), (290,2), (291,1), (291,2), (292,1), (292,2), (293,1), (293,2), (294,1), (294,2), (295,1), (295,2), (296,1), (296,2), (297,1), (297,2), (298,1), (298,2), (299,1), (299,2), (300,1), (300,2), (301,1), (301,2), (302,1), (302,2), (303,1), (303,2), (304,1

A 10x10 grid with a coordinate system where the bottom-left corner is (0,0) and the top-right corner is (10,10). The grid contains the following elements:

- Black Circles:** Located at (1,1), (1,2), (2,1), (2,2), (2,3), (3,1), (3,2), (3,3), (4,1), (4,2), and (4,3).
- White Circles:** Located at (1,4), (1,5), (2,4), (2,5), (3,4), (3,5), (4,4), (4,5), (5,4), (5,5), (6,4), (6,5), (7,4), (7,5), (8,4), (8,5), (9,4), (9,5), (10,4), and (10,5).
- Point A:** Located at (1,4).
- Point B:** Located at (4,1).

5

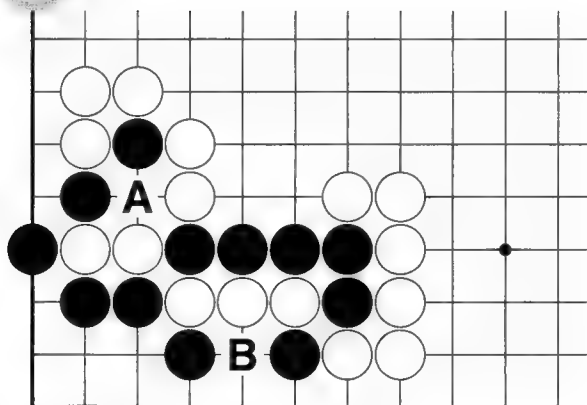
Which Stones to Capture



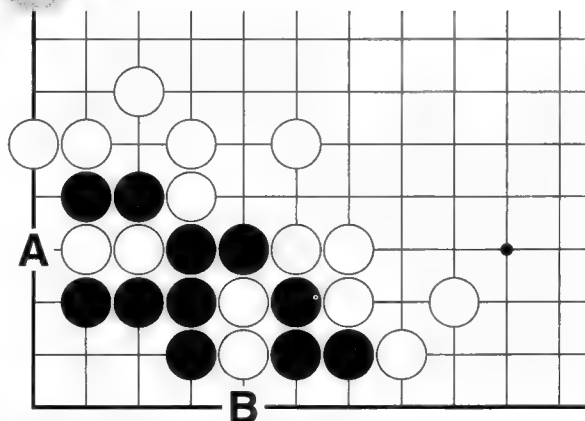
Judgment
ability

Which stones should Black capture? Circle A or B.

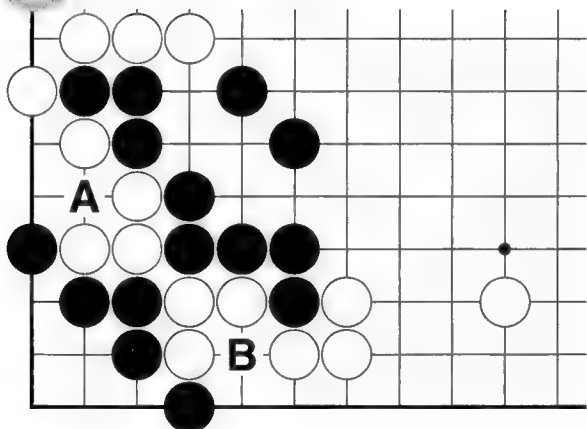
7



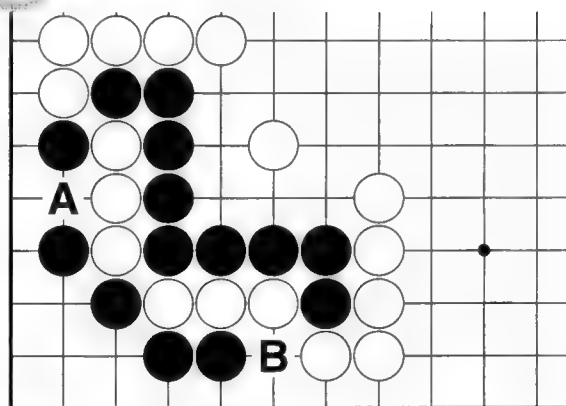
8



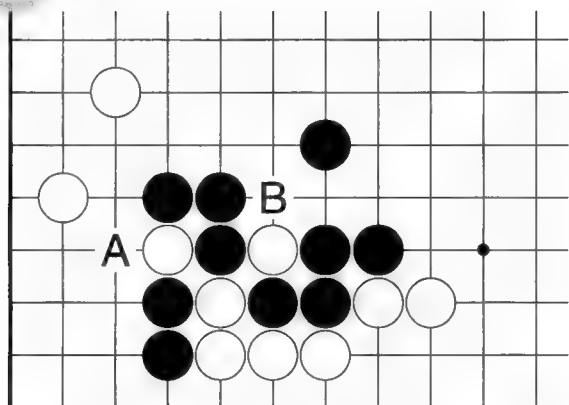
9



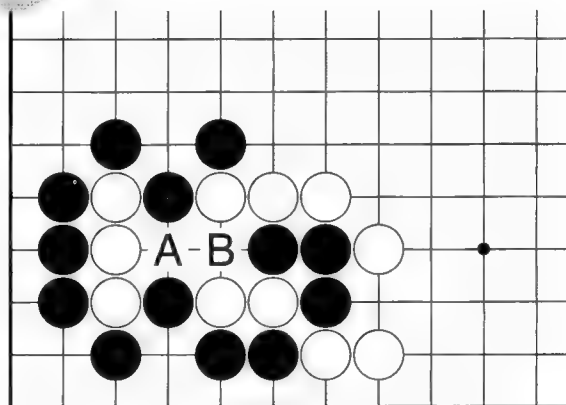
10



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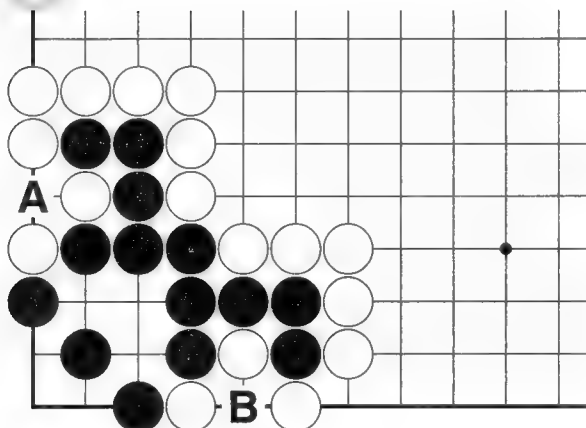
Which Stones to Capture



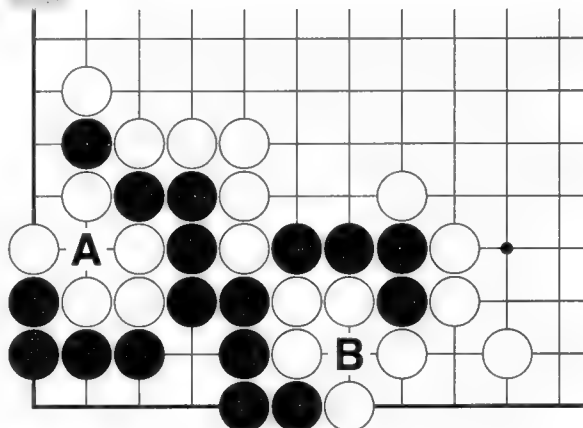
Judgment
ability

Which stones should Black capture? Circle A or B.

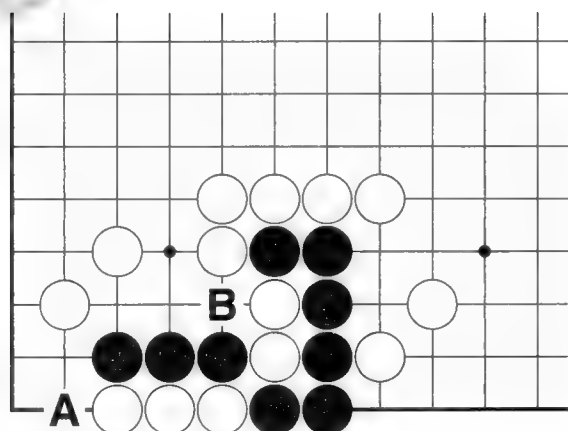
13



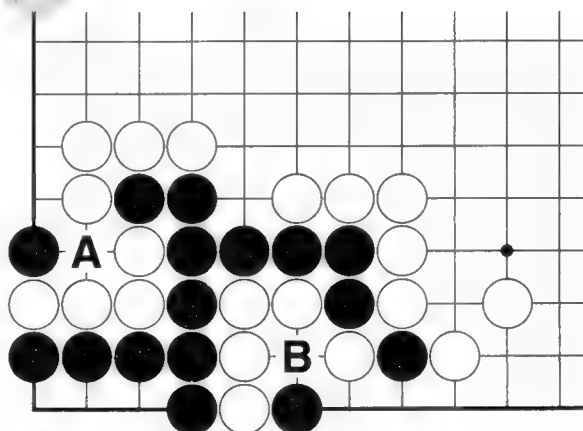
14



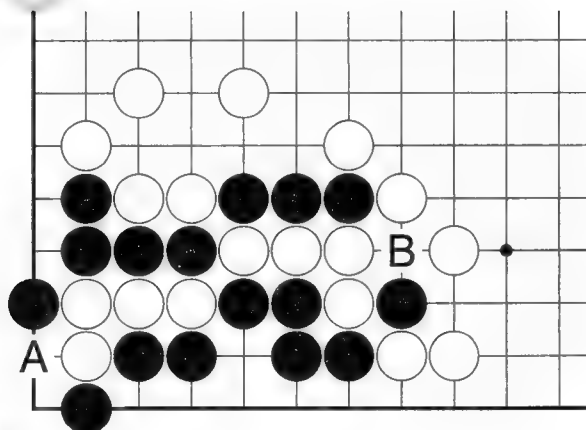
15



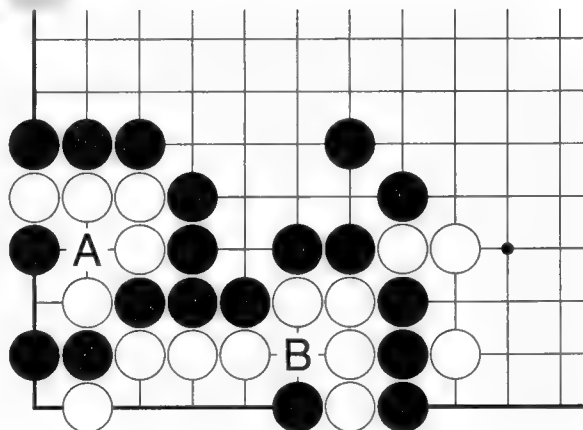
16



17



18



5

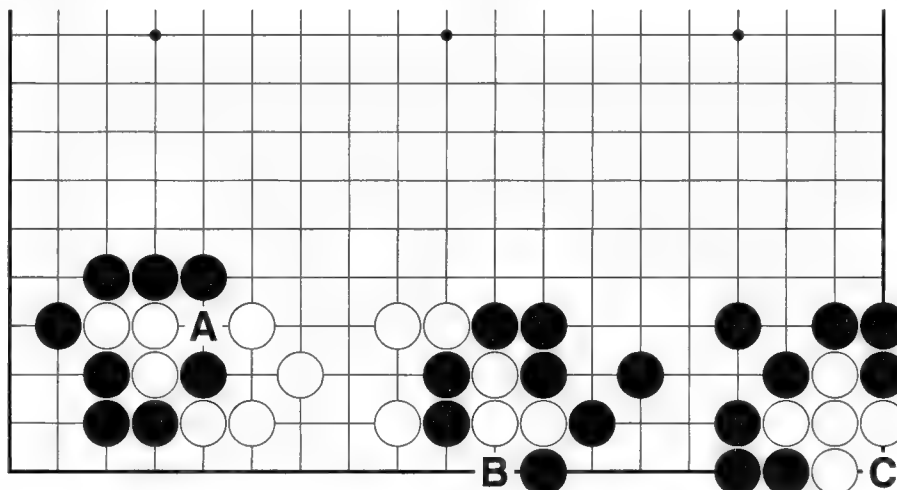
Which Stones to Capture



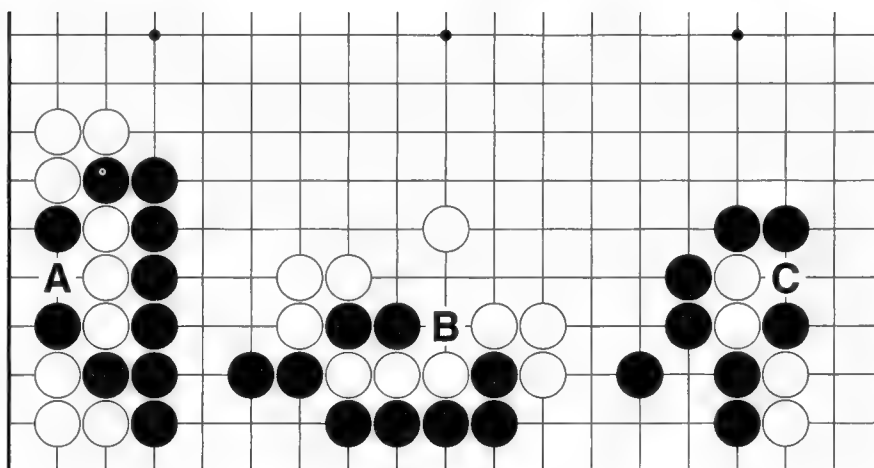
Judgment
ability

Which stones should Black capture? Circle A, B or C.

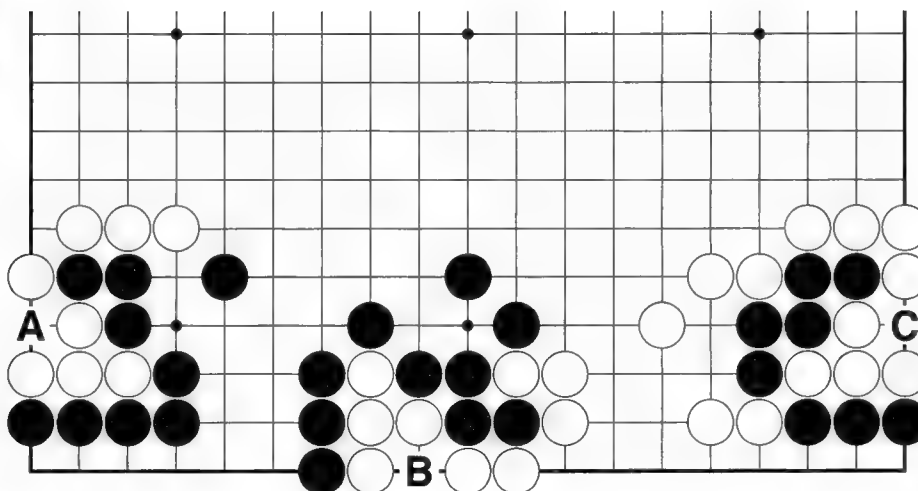
19



20



21



Which stones to save?

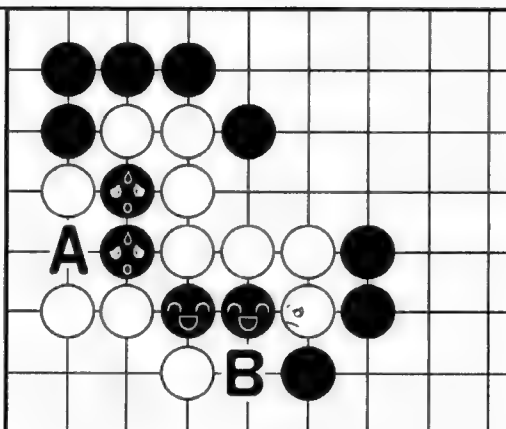
Hehe!
Maybe I can save
the tree's life!

Fool! I'm
already dead!
Your effort is
pointless...

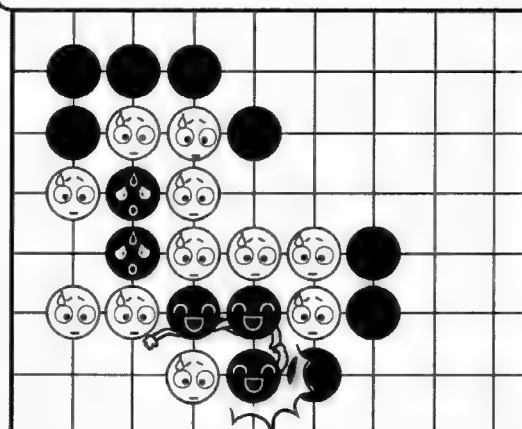
You should take
care of ME!!



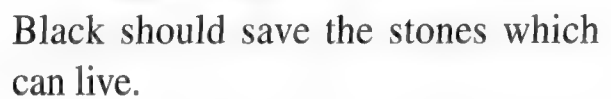
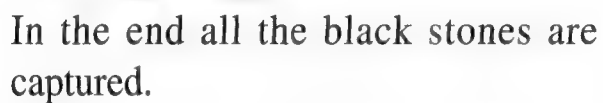
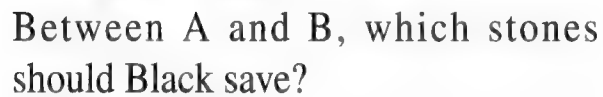
Between A and B which
stones shall we save?



Of course we should save the
stones that can escape!



Which Stones to Save?



Save only the stones which can escape or live!

6

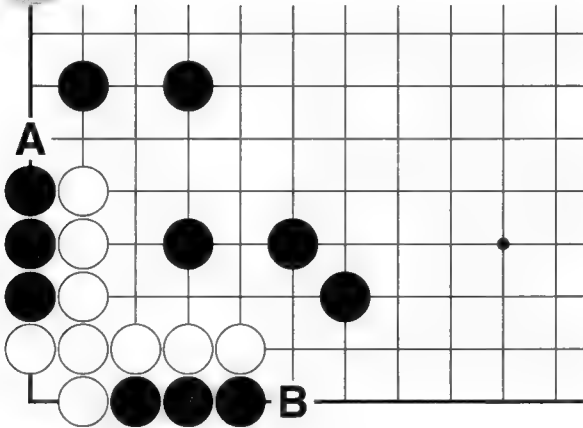
Which Stones to Save?



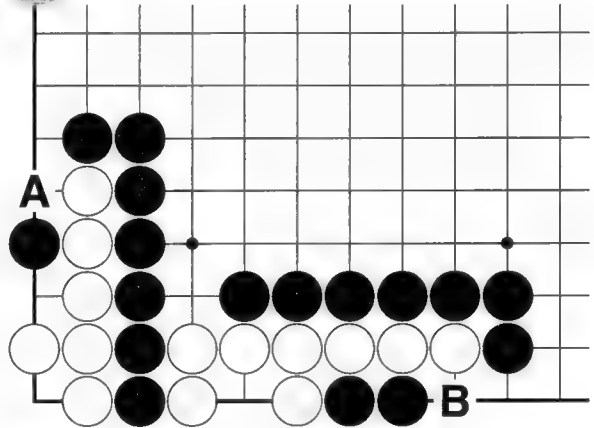
Judgment
ability

Which stones should Black save? Circle A or B.

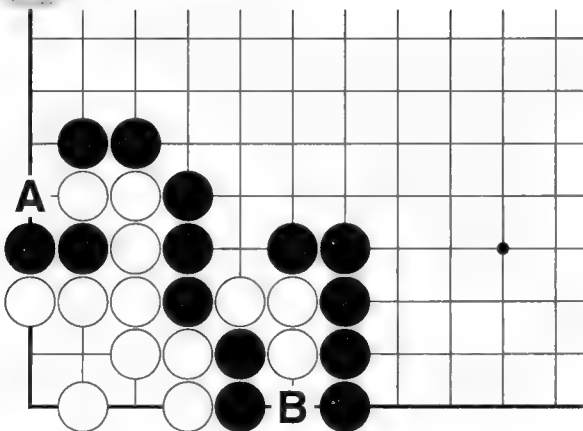
1



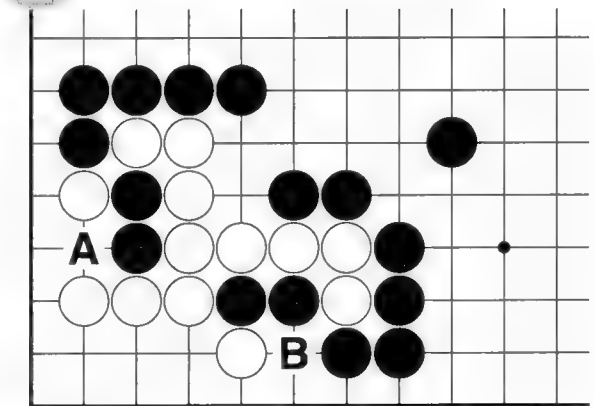
2



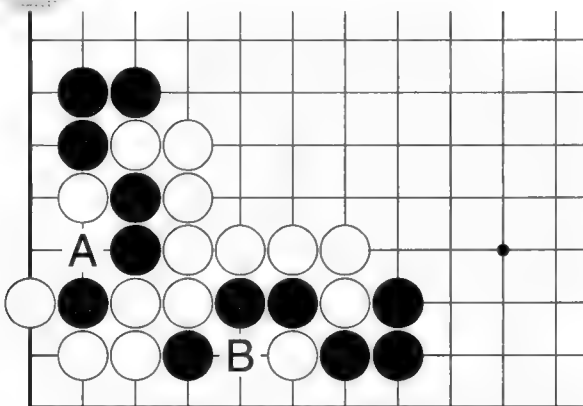
3



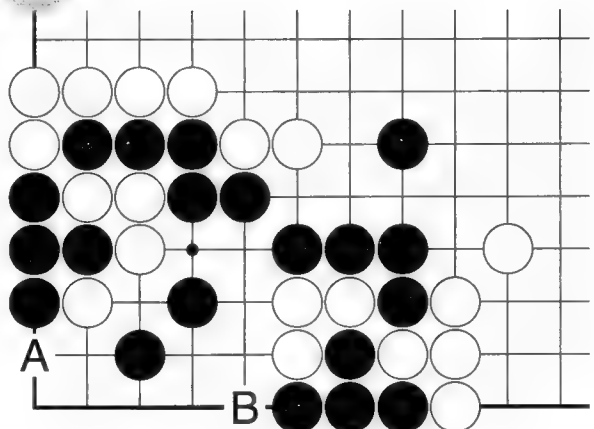
4



5



6



6

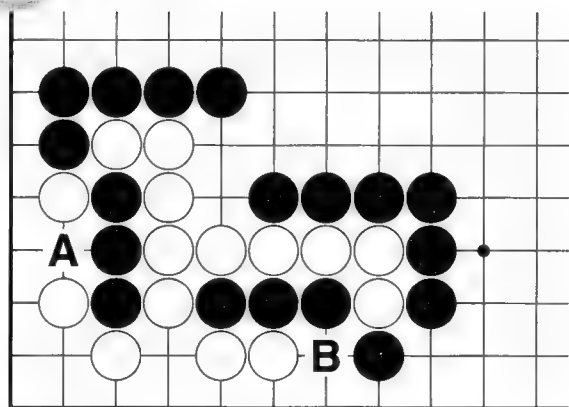
Which Stones to Save?



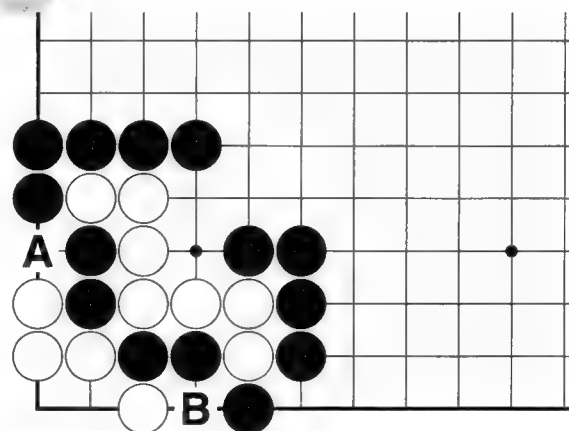
Judgment
ability

Which stones should Black save? Circle A or B.

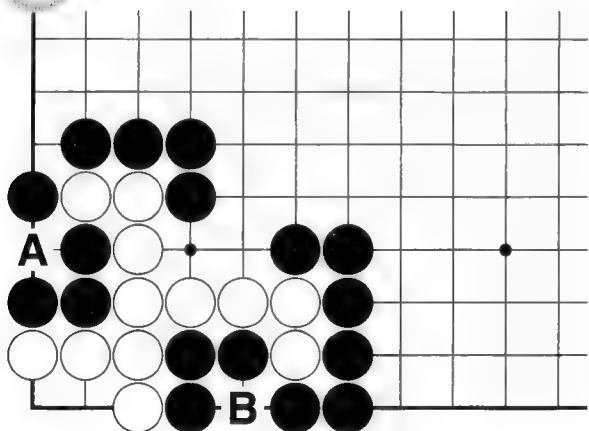
7



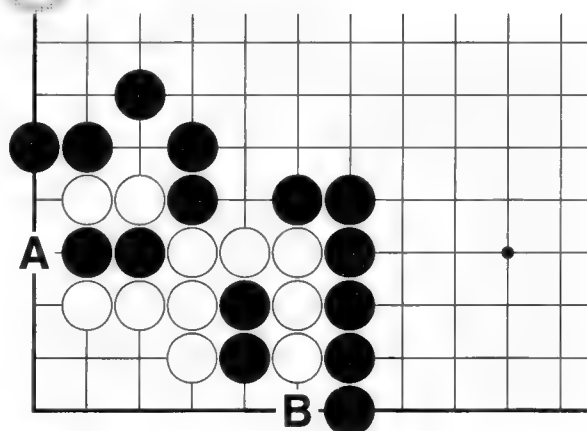
8



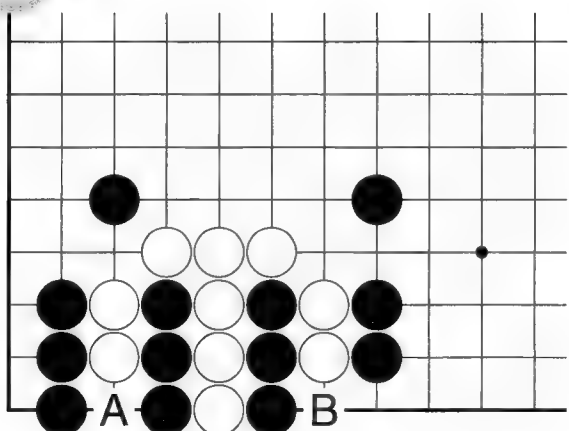
9



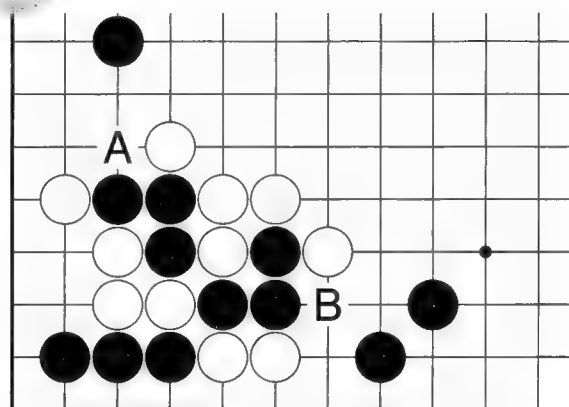
10



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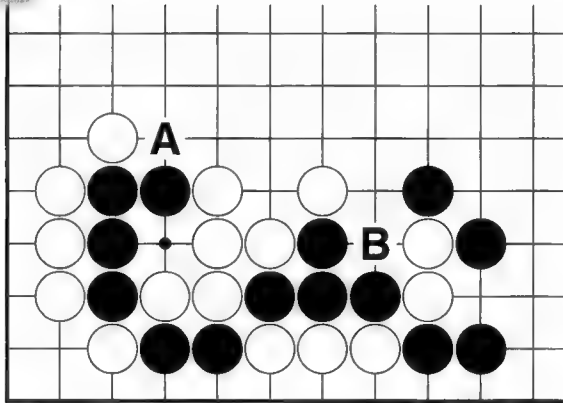
Which Stones to Save?



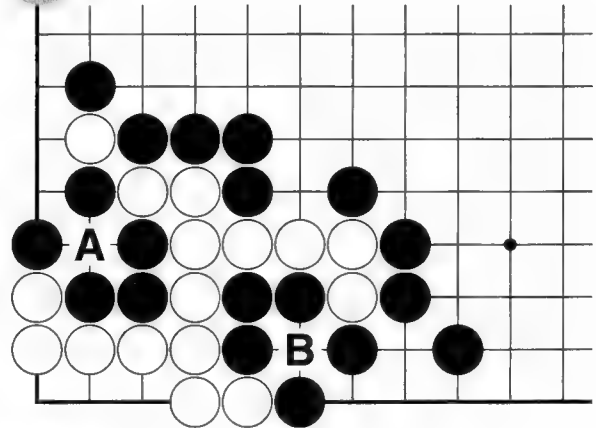
Judgment
ability

Which stones should Black save? Circle A or B.

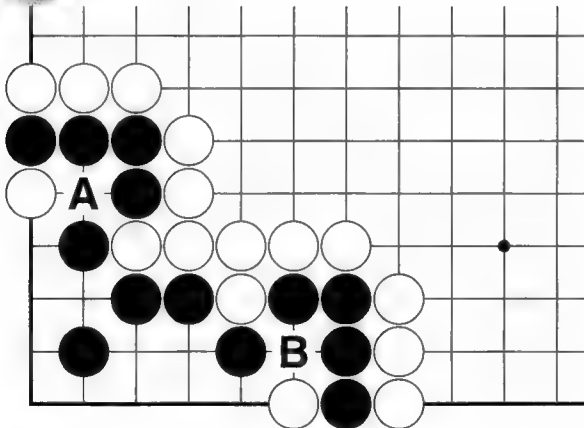
13



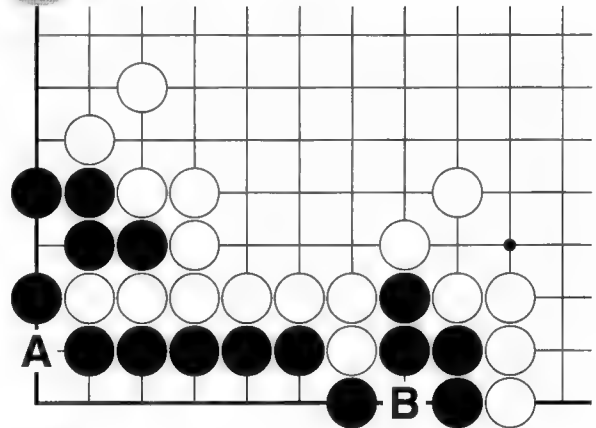
14



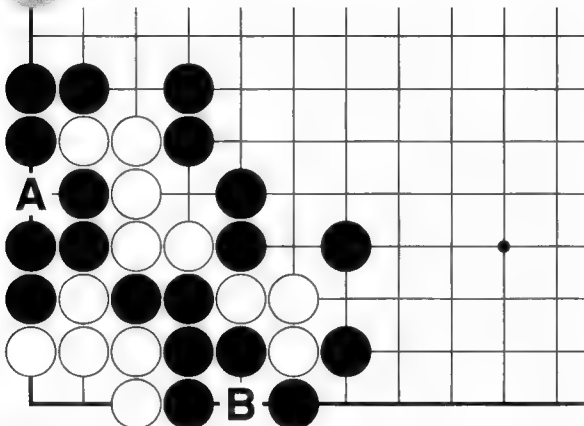
15



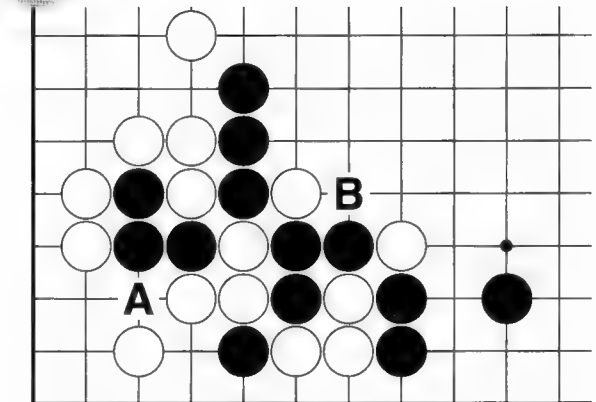
16



17



18



6

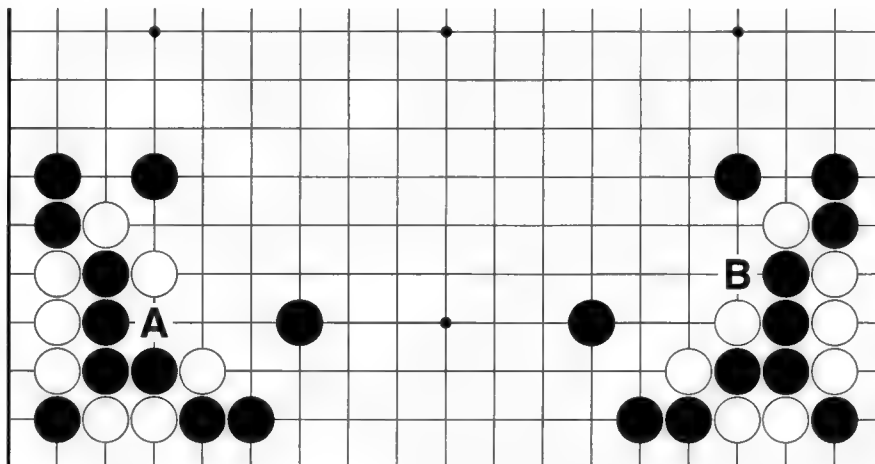
Which Stones to Save?



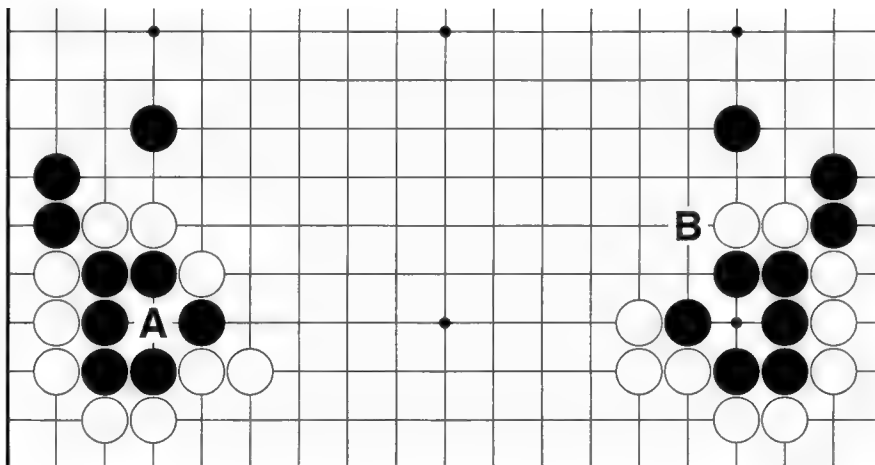
Judgment
ability

Which stones should Black save? Circle A, B or C.

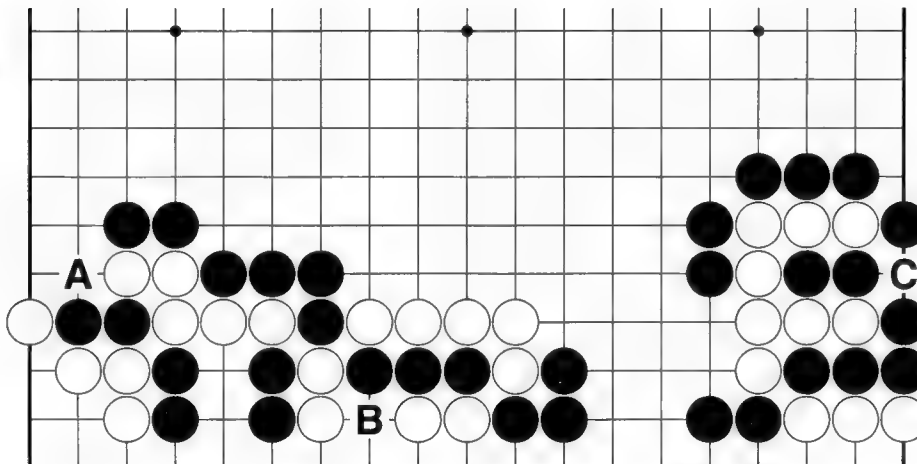
19



20

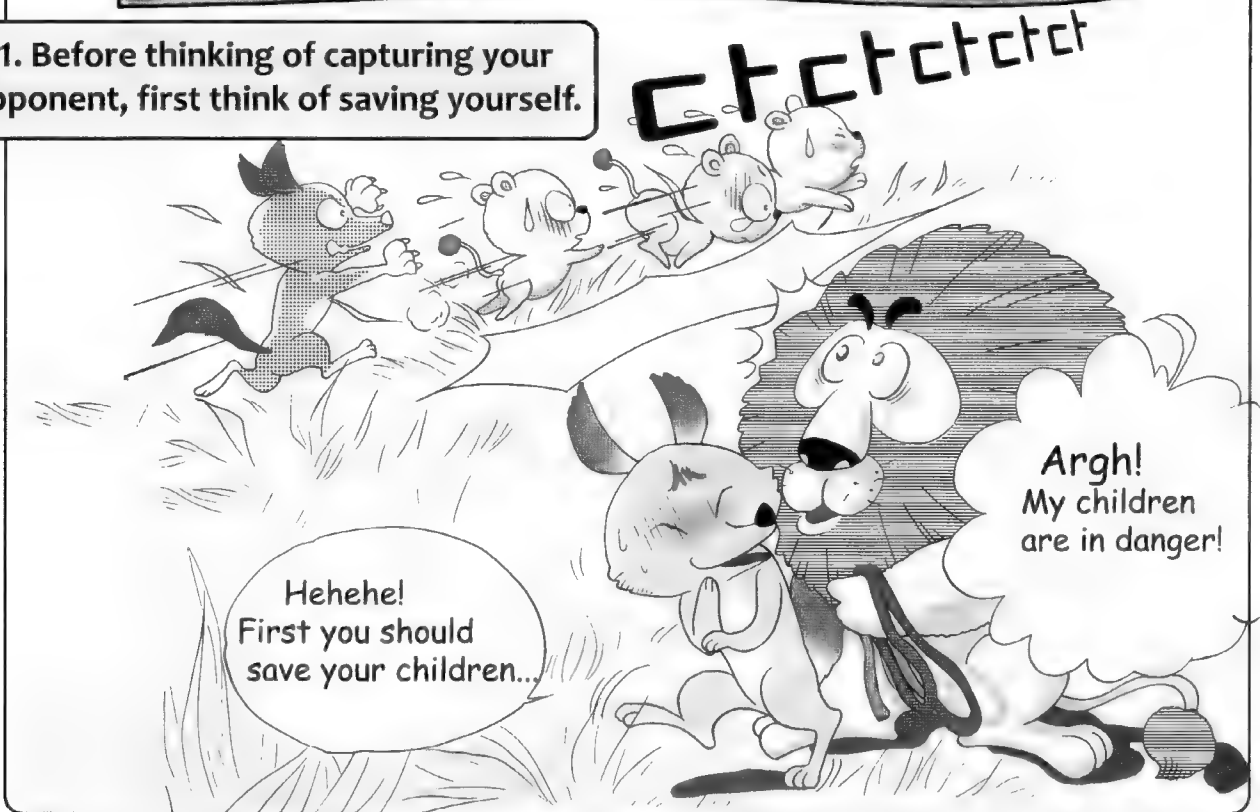


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If you want to play Baduk well

1. Before thinking of capturing your opponent, first think of saving yourself.



sfx: ta ta ta ta ta

2. Before capturing your opponent, look back at your own weakpoints.



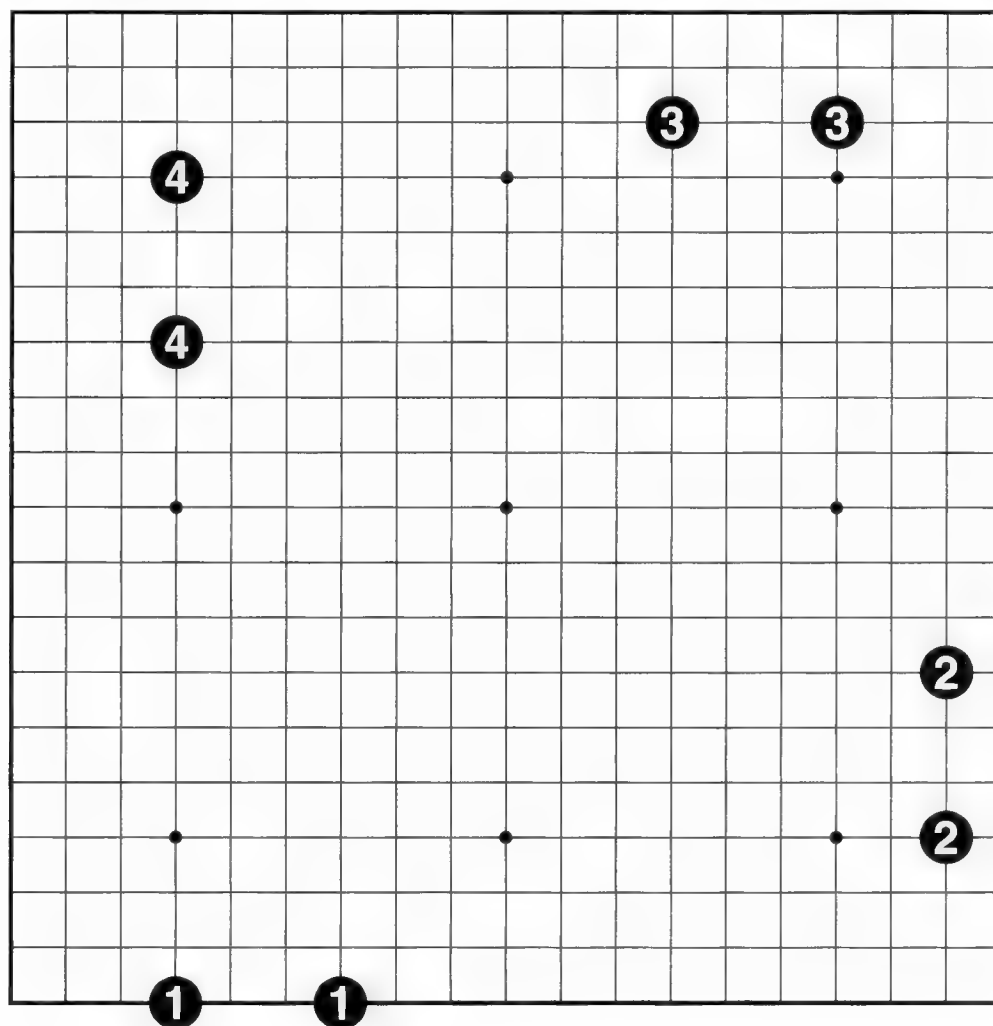
sfx: phuut

7

Territory Lines



Memory



Bad Lines

1st line (line of death): At this line your stones can be captured easily. Don't play at this line in the beginning!

2nd line (line of defeat): Line to lose the game. It is difficult to make territory at this line.

Good Lines

3rd line (territory line): You can make solid territory.

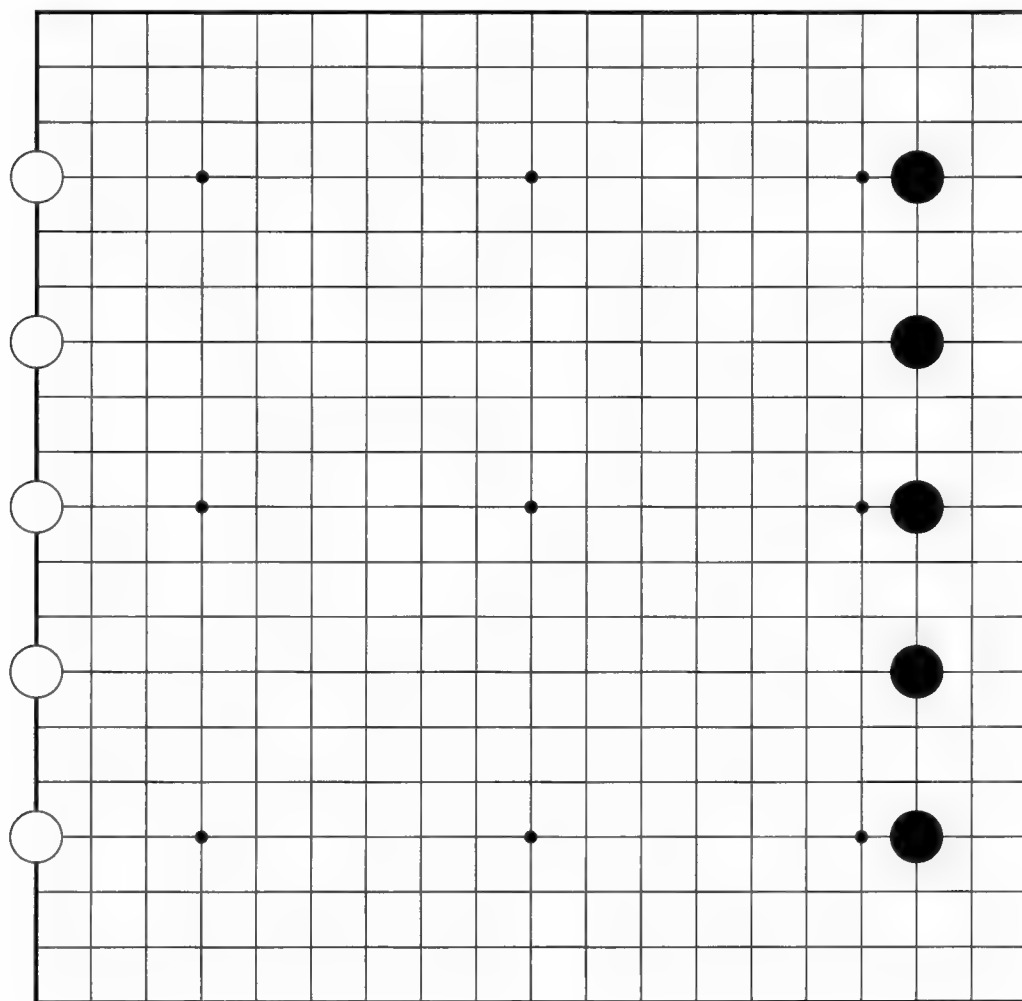
4th line (influence line): You can make a big framework.

7

Territory Lines



Memory

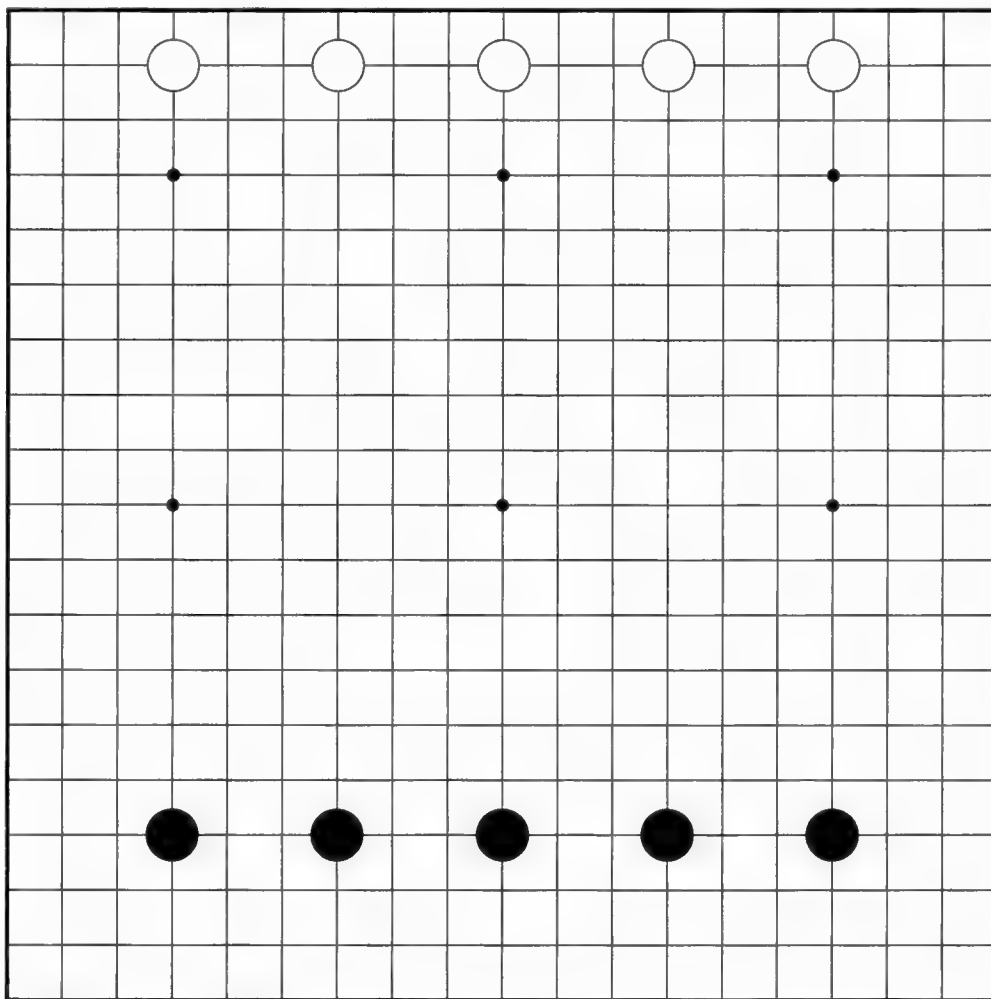


Who has made the better territory?

Black () White ()

7

Territory Lines



Who has made the better territory?

Black () White ()



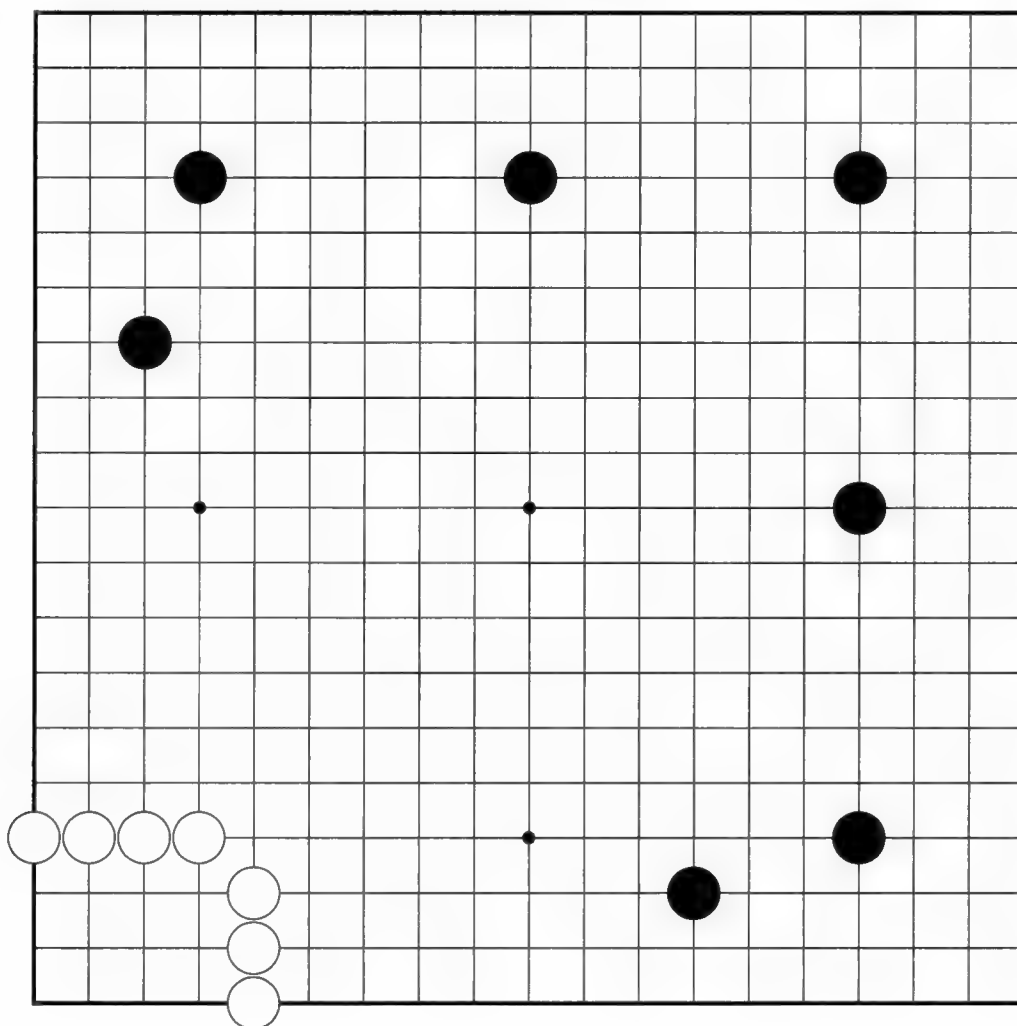
Black () White ()

7

Territory Lines



Memory

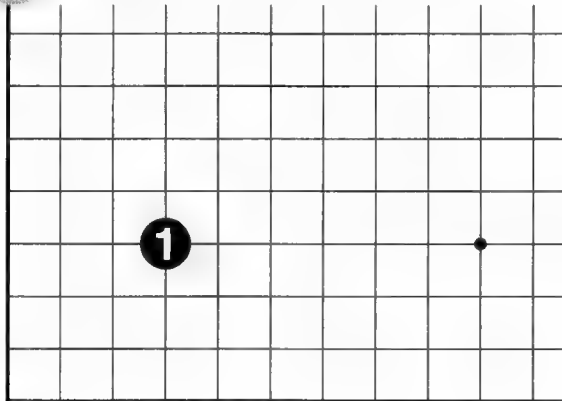


Who has made the better territory?

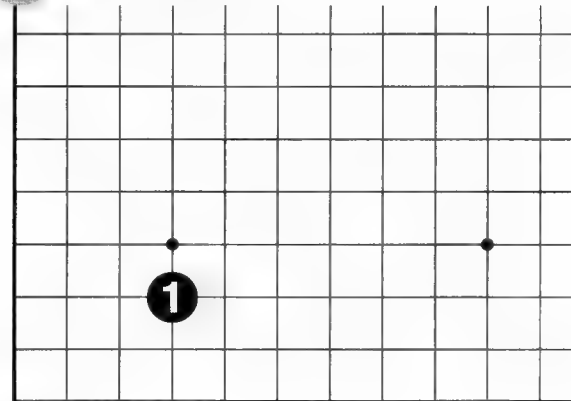
Black () White ()



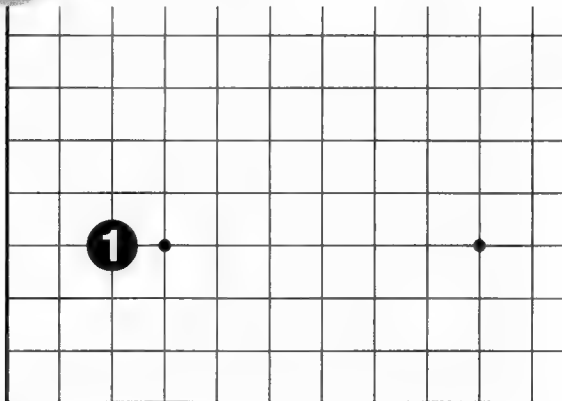
1 Star Point, 4-4-point



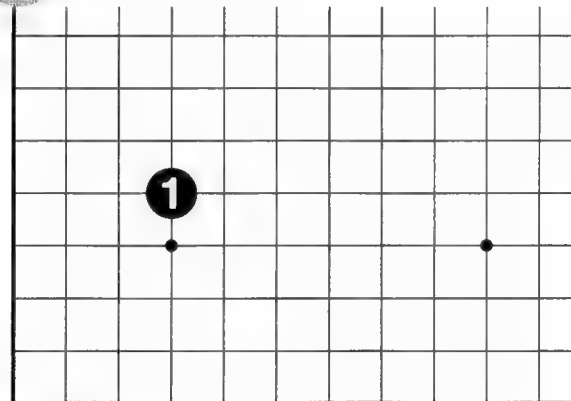
2 3-4 point



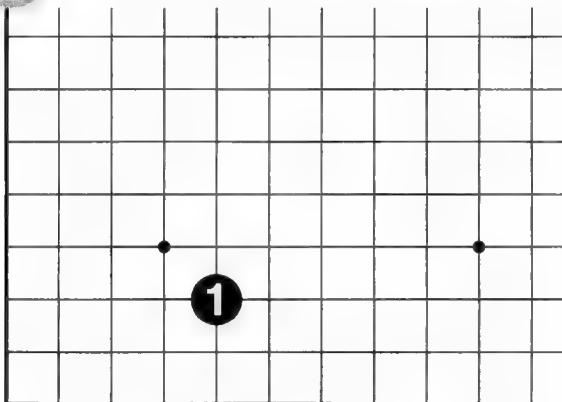
3 3-4 point



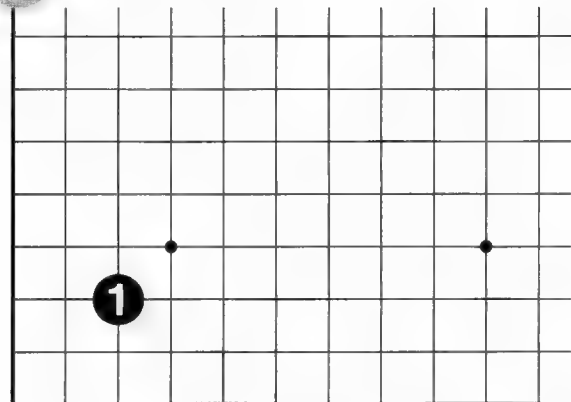
4 4-5 point



5 3-5 point



6 3-3 point

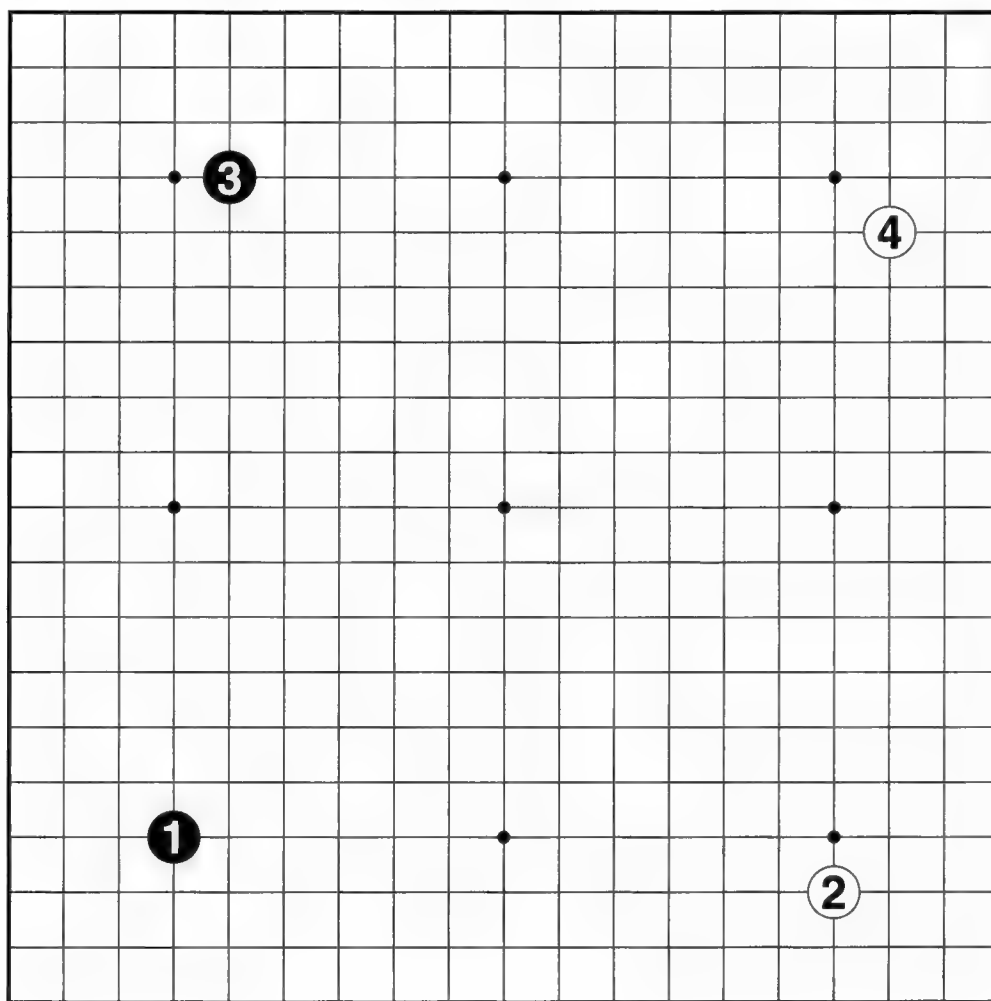


7

Corner Terms



Memory



Find for each number the name of the point and connect them.

① •

② •

③ •

④ •

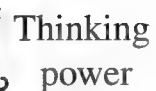
• 3-4 Point

• 3-5 Point

• Star Point

• 4-5 Point

Where to Atari (Dansu)



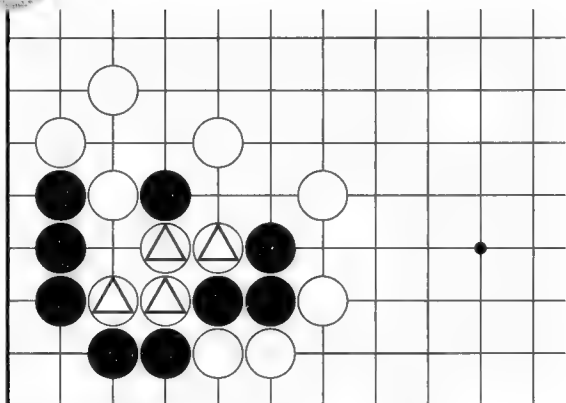
8

Where to Atari (Dansu)

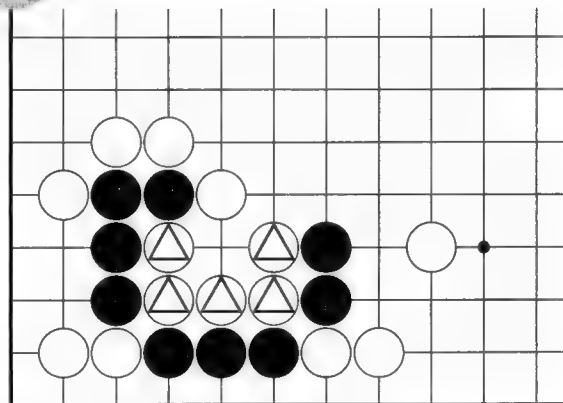
Thinking
power

Capture the  stones by playing the right atari.

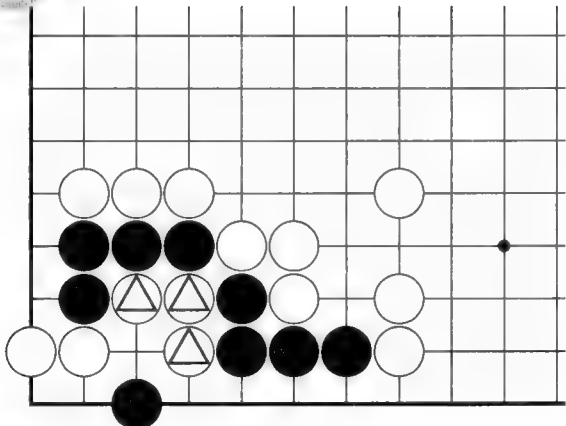
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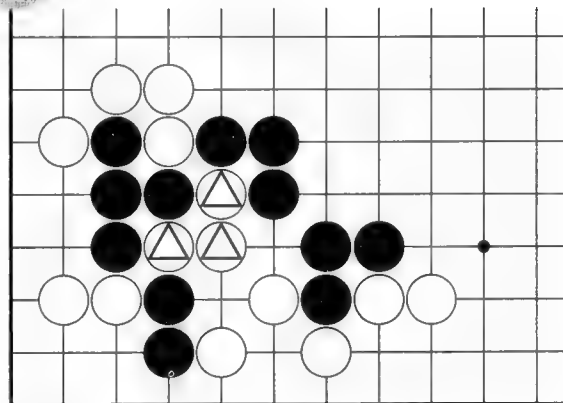
8



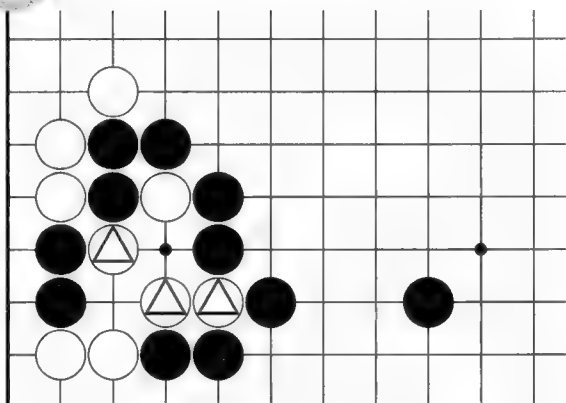
9



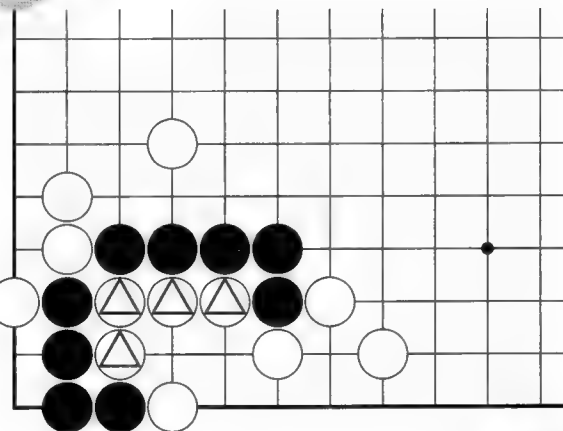
10



11



12



8

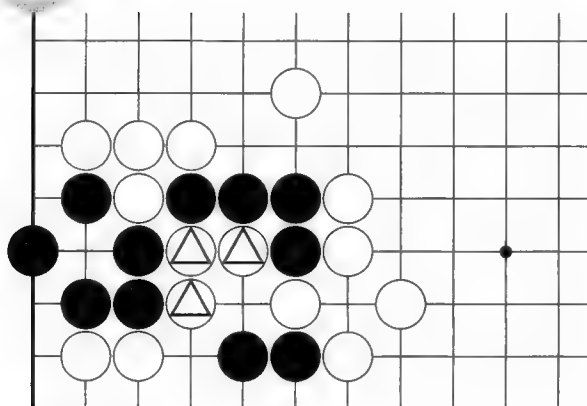
Where to Atari (Dansu)



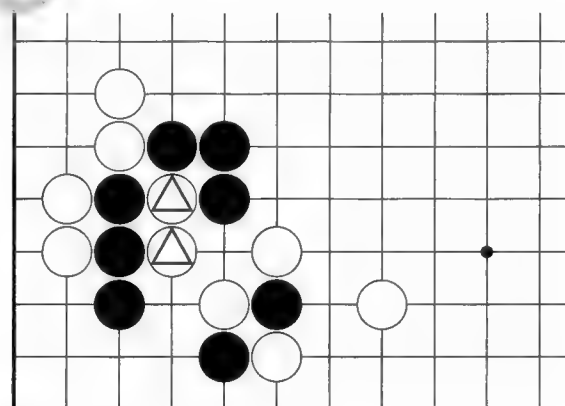
Thinking
power

Capture the  stones by playing the right atari.

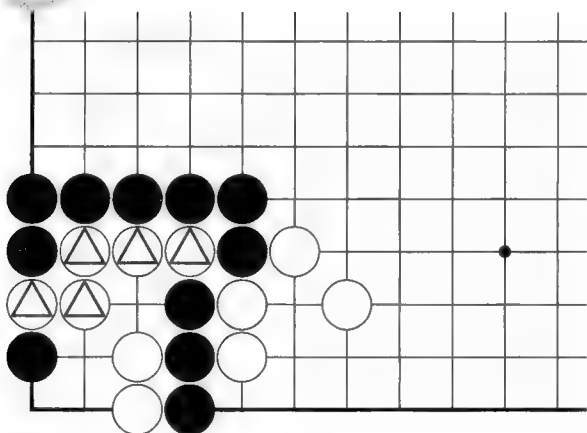
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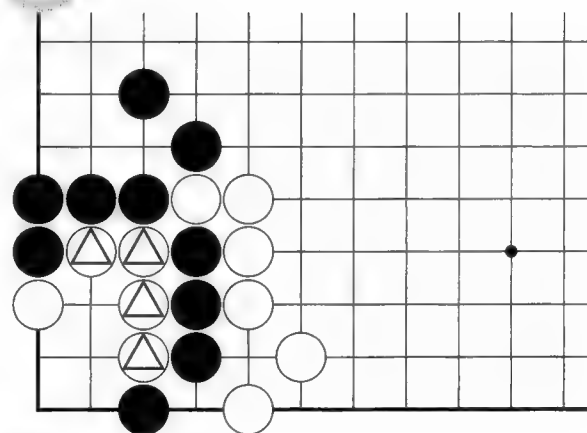
14



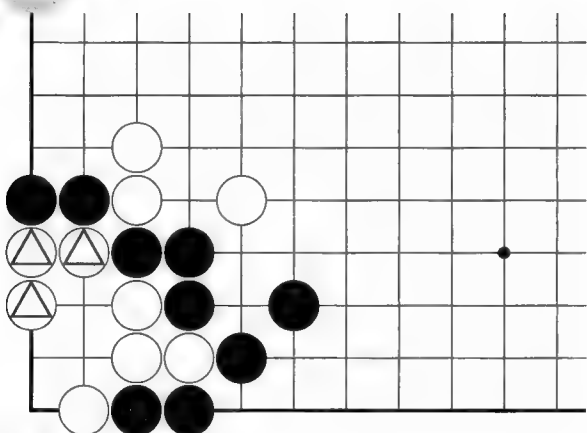
15



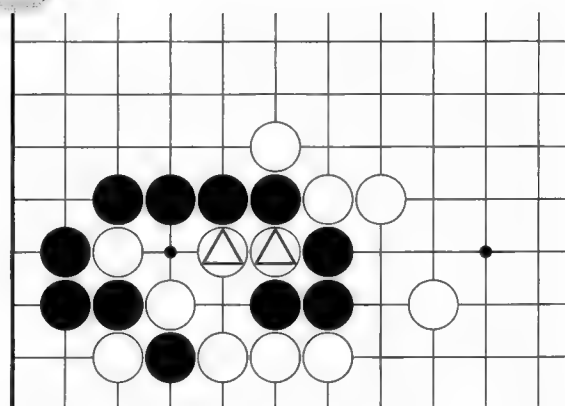
16



17



18



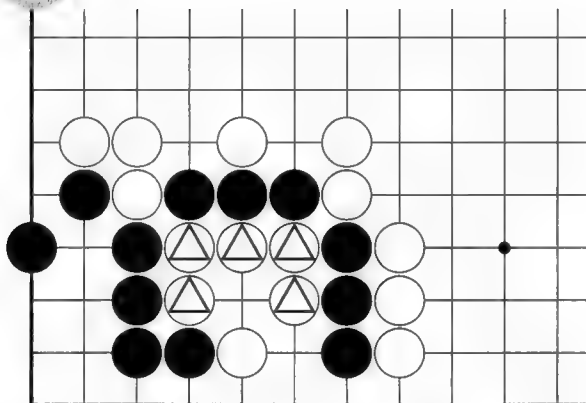
8

Where to Atari (Dansu)

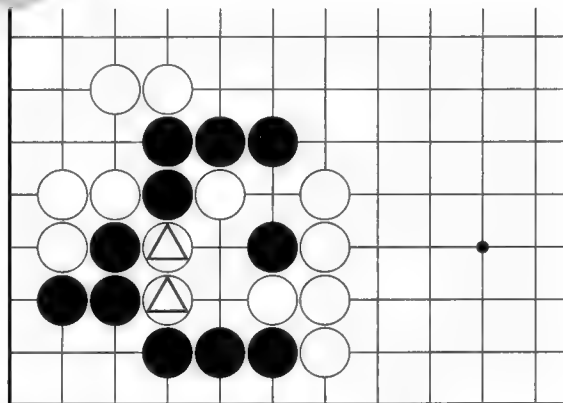
Thinking
power

Capture the  stones by playing the right atari.

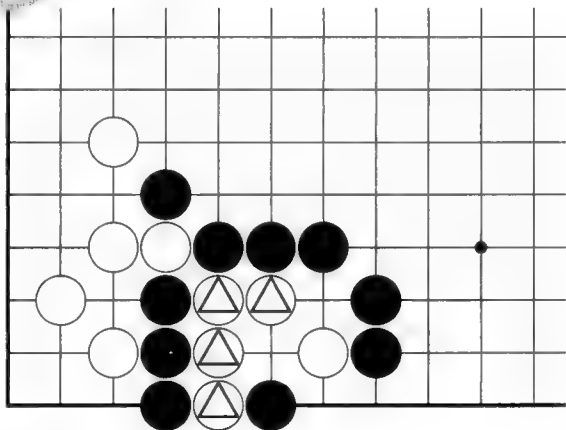
19



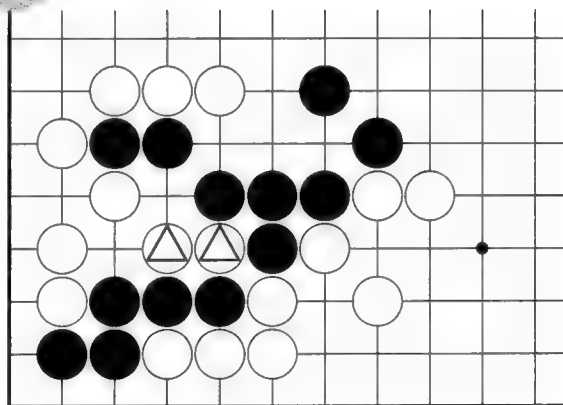
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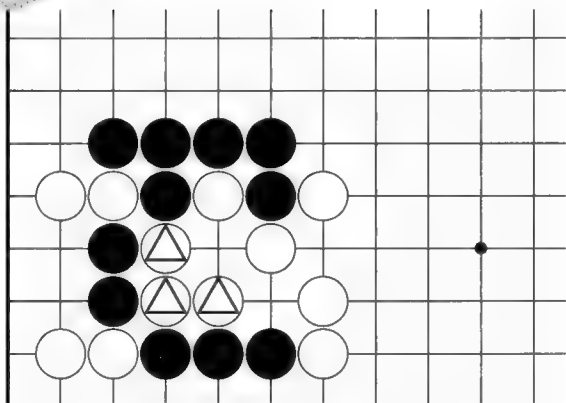
21



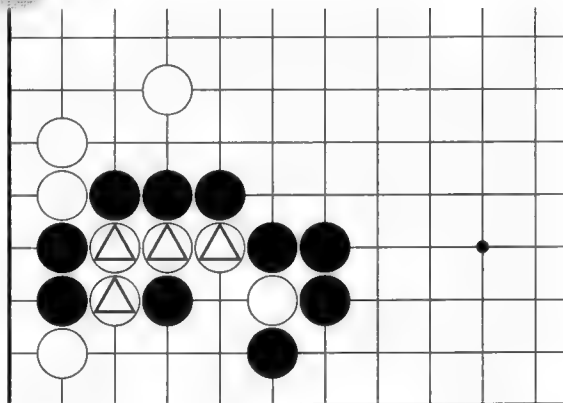
22



23



24



8

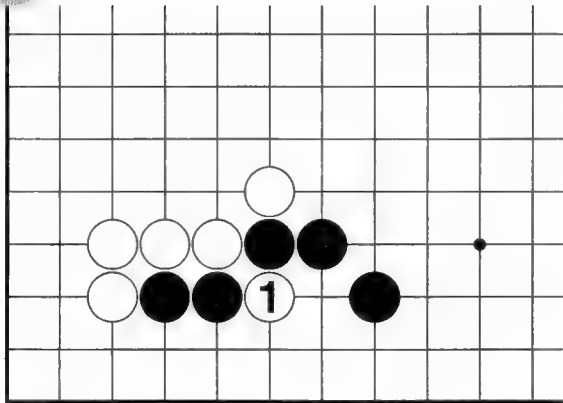
How to Answer



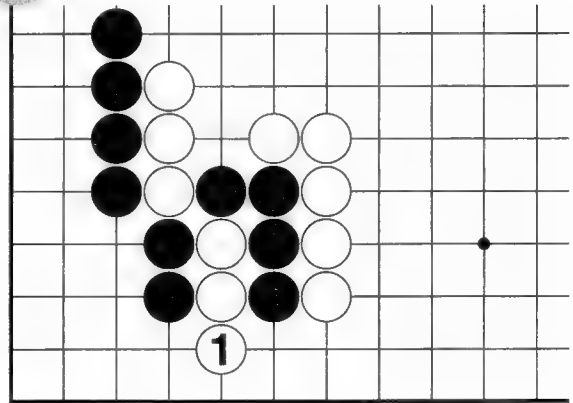
Thinking
power

How should Black answer ①?

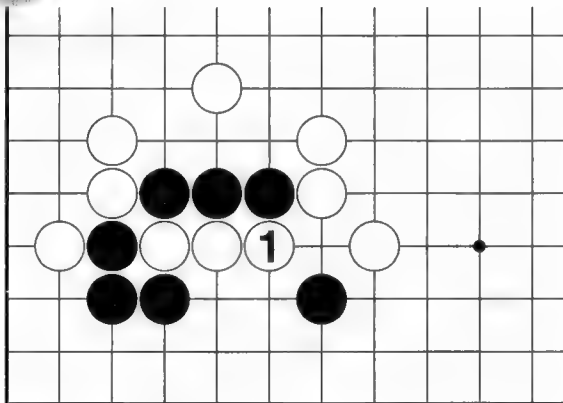
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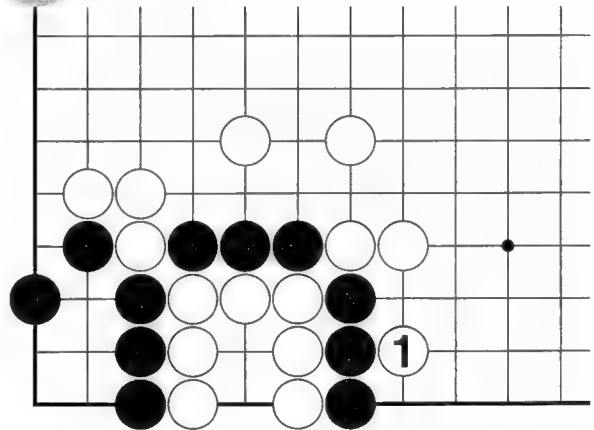
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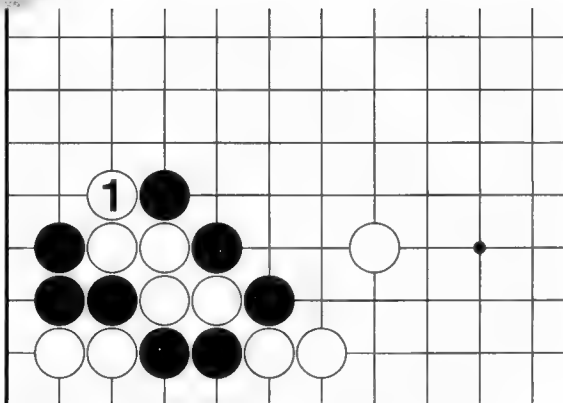
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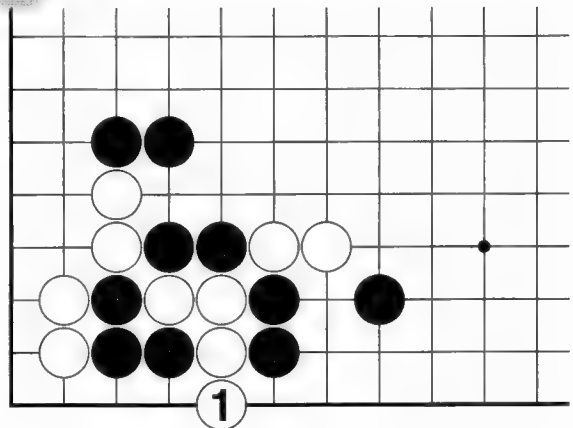
4



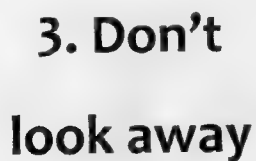
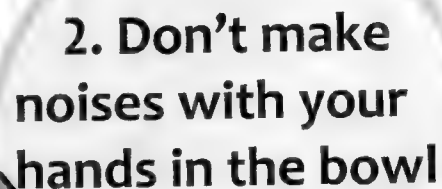
5



6

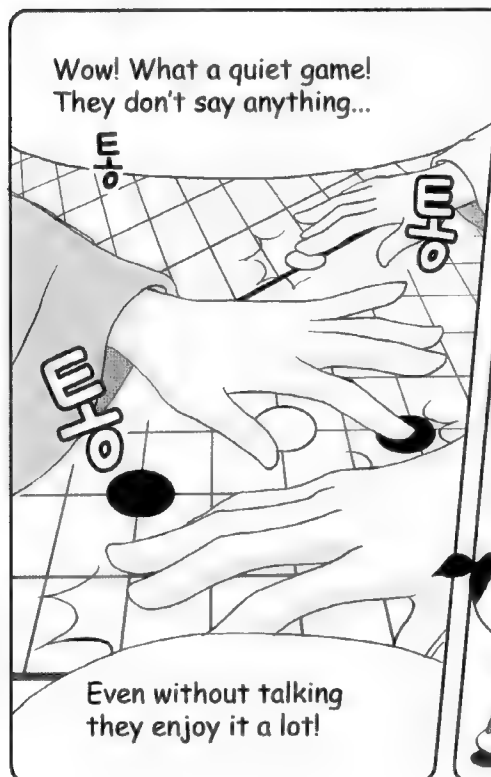
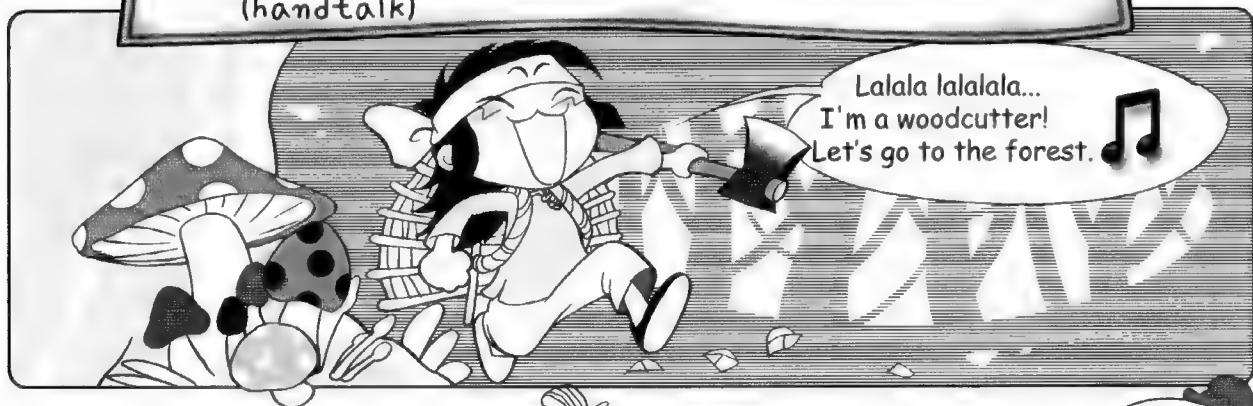


1. Be quiet



수담 (手談)
(handtalk)

- talk without speaking



sfx: shooooooooo...

9

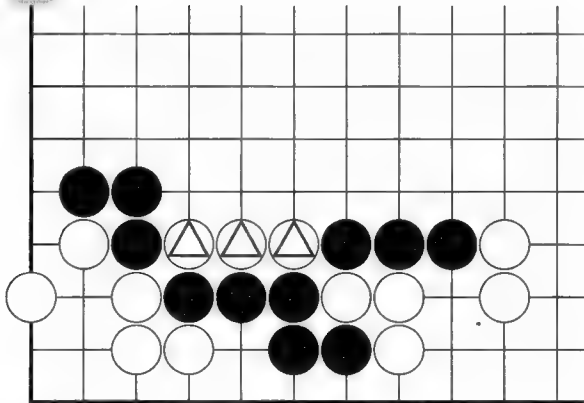
Capturing Race (Review)



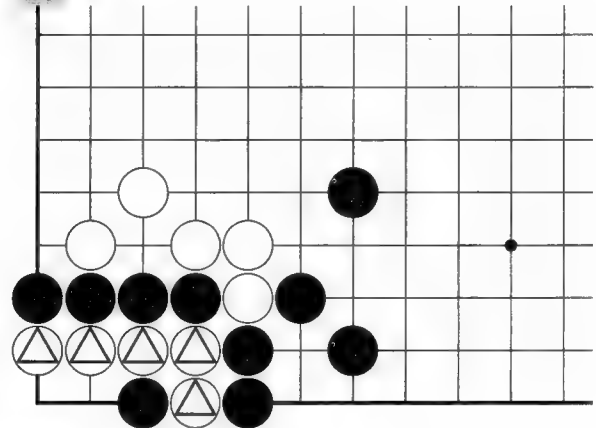
Math
ability

Capture the  stones.

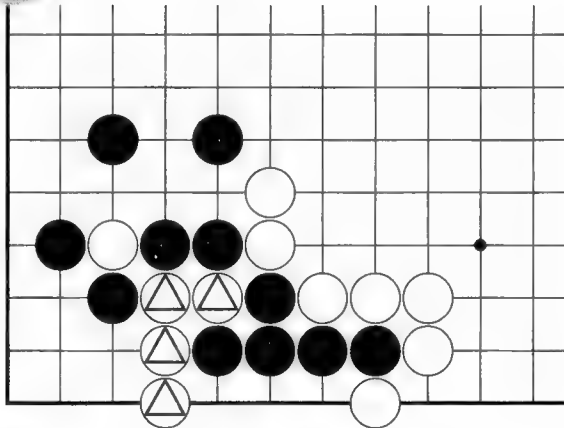
1



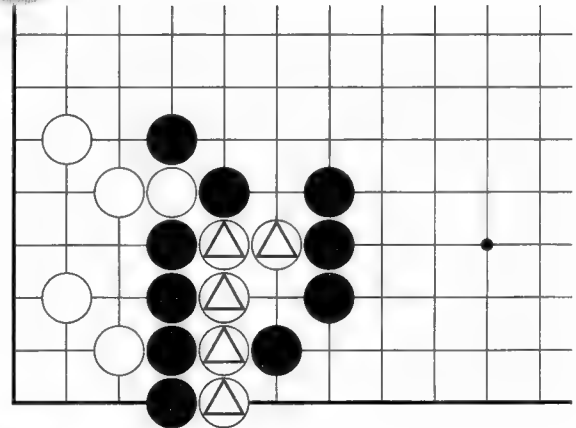
2



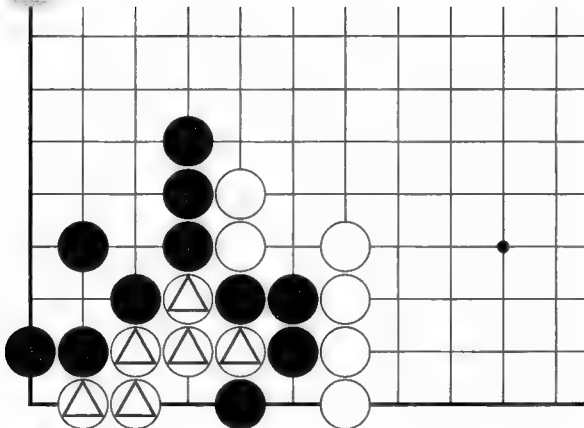
3



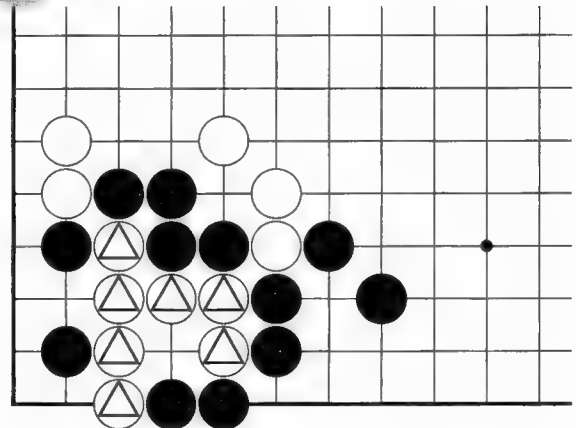
4



5



6



9

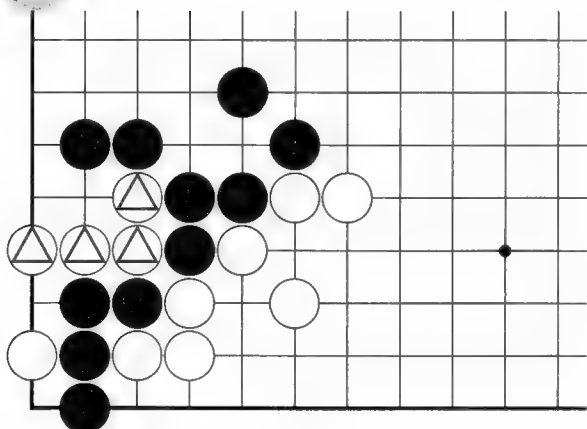
Capturing Race (Review)



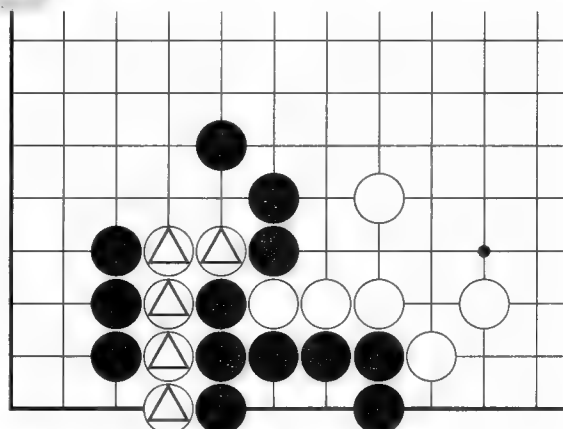
Math
ability

Capture the  stones.

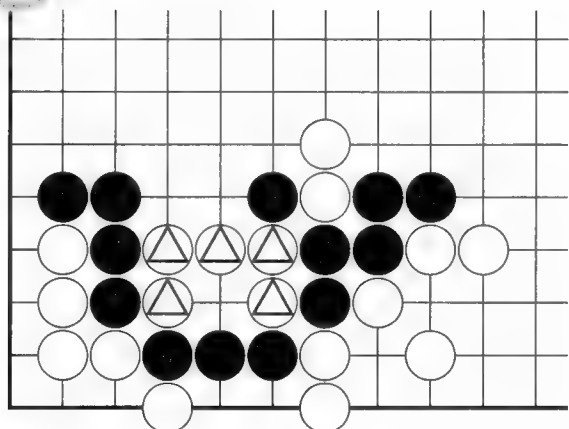
7



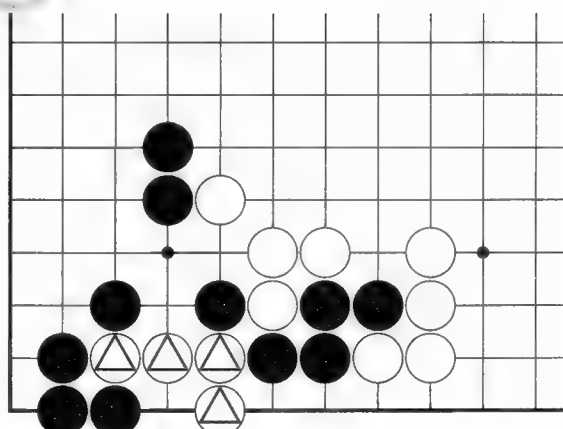
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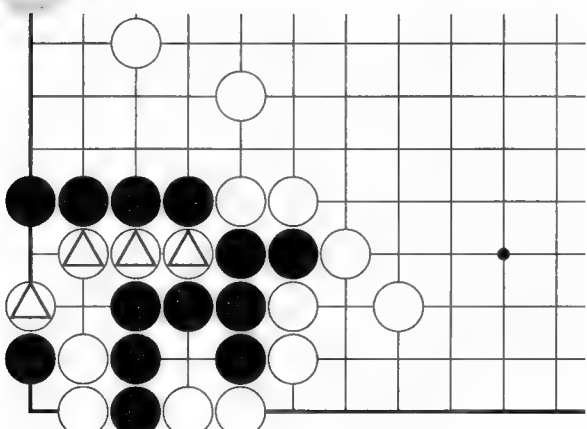
9



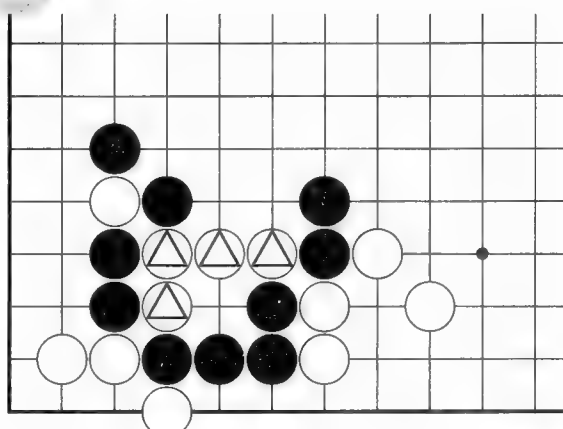
10



11



12



9

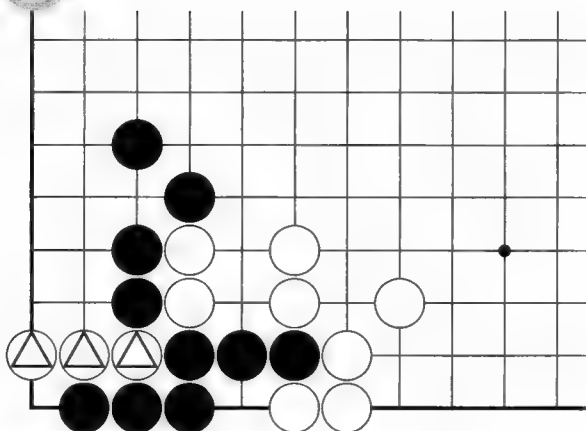
Capturing Race (Review)



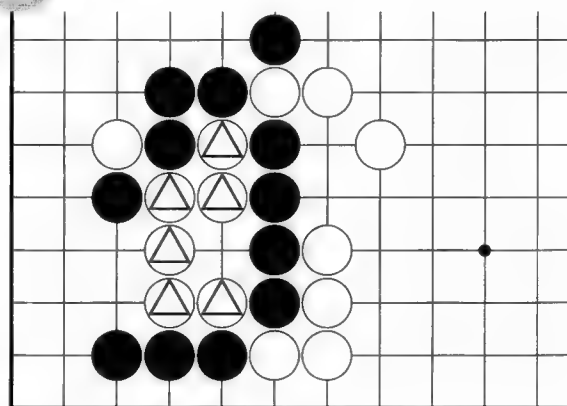
Math
ability

Capture the  stones.

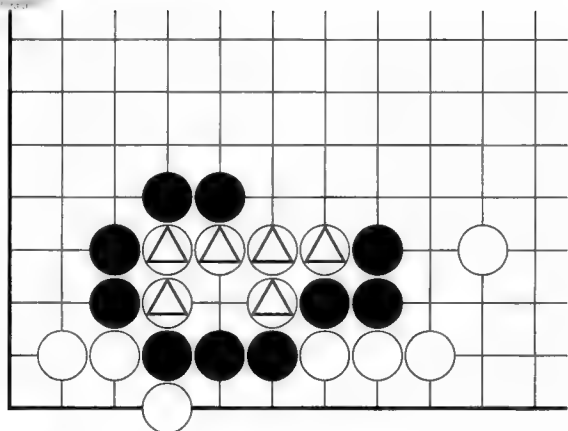
13



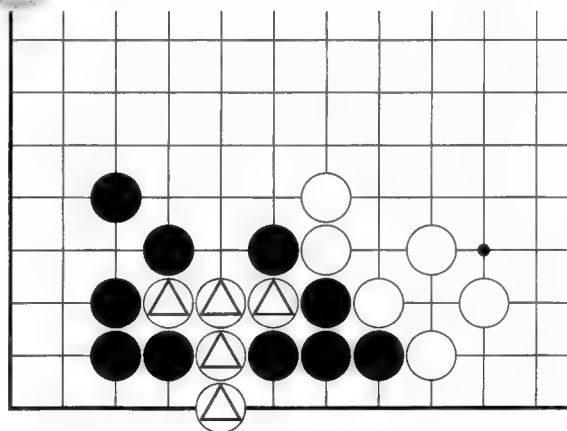
14



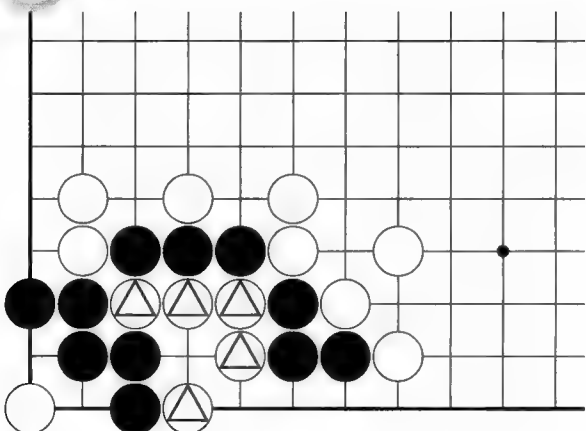
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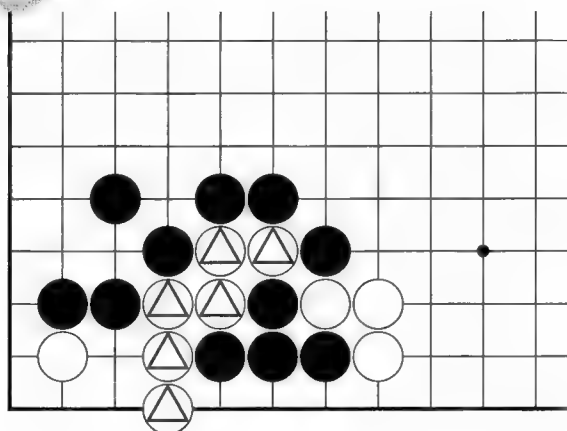
16



17



18



9

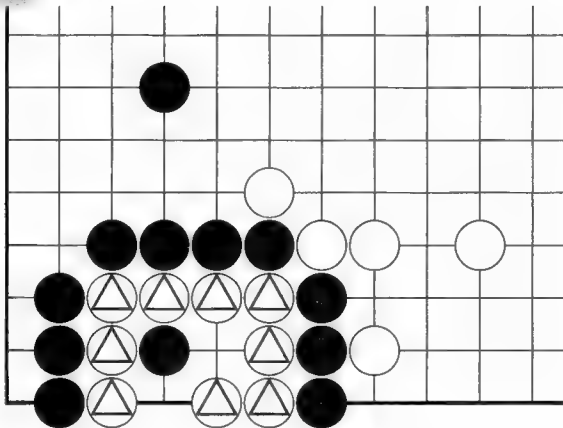
Capturing Race (Review)



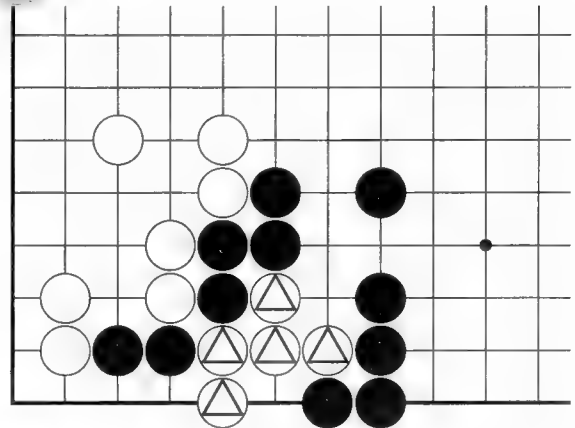
Math
ability

Capture the  stones.

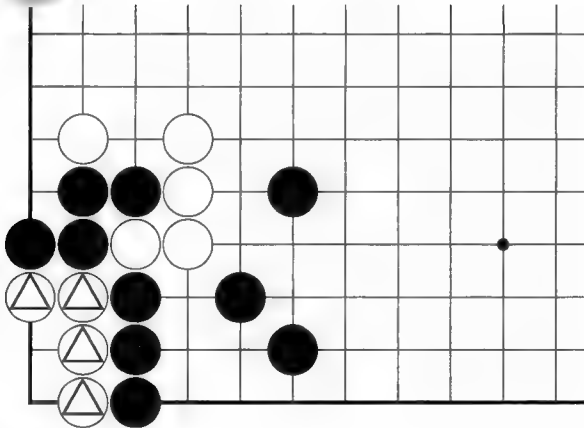
19



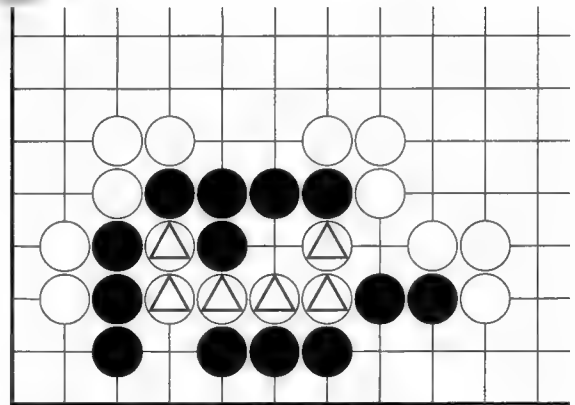
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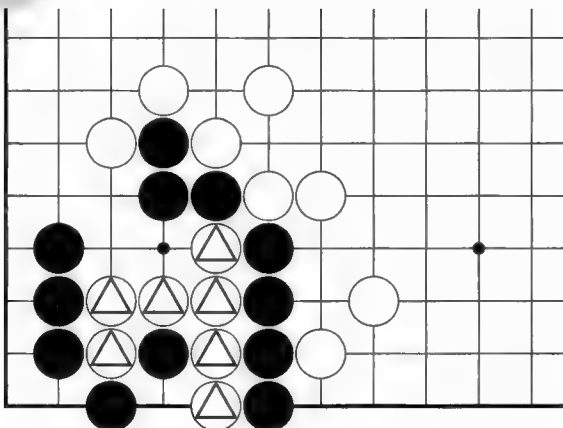
21



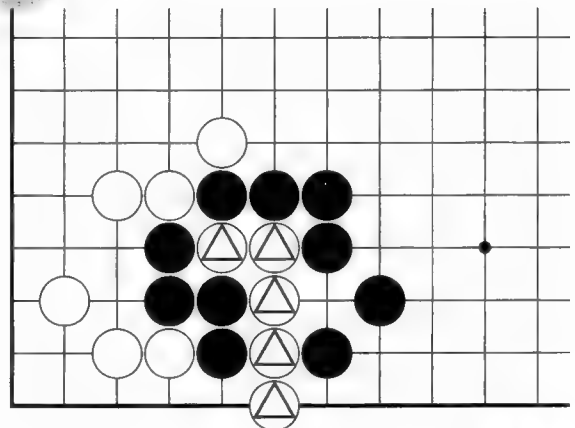
22



23



24




9

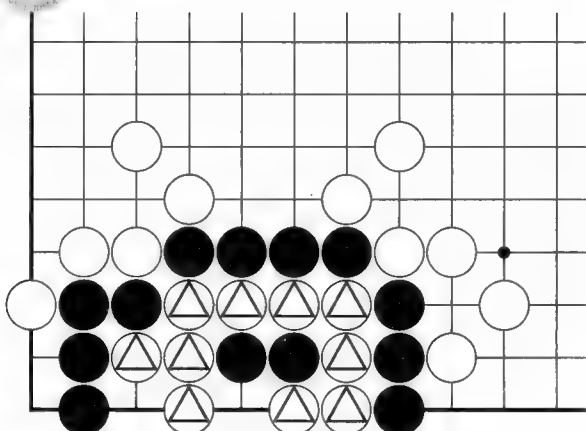
Capturing Race (Review)



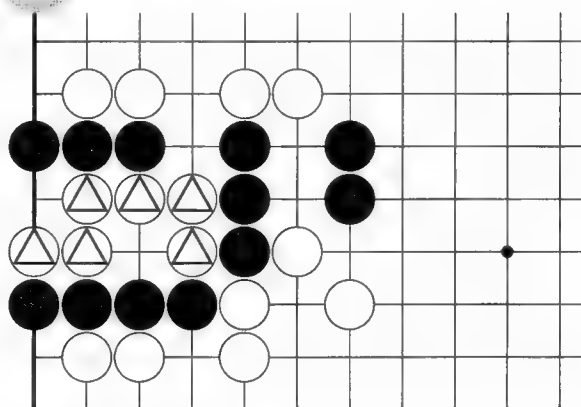
Math
ability

Capture the  stones.

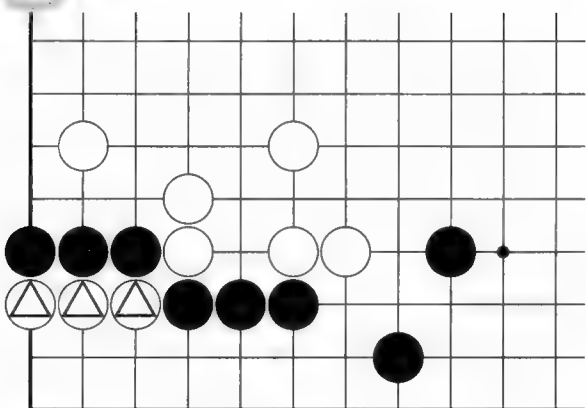
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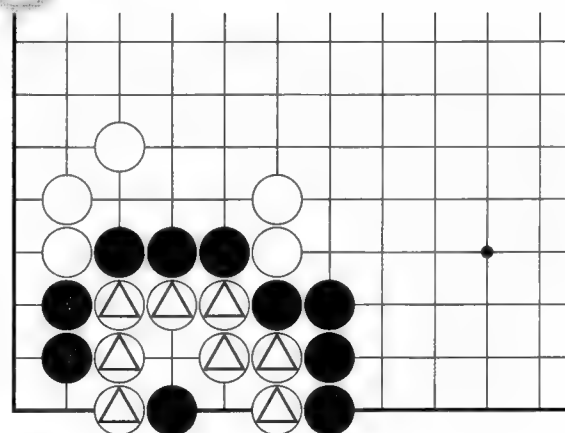
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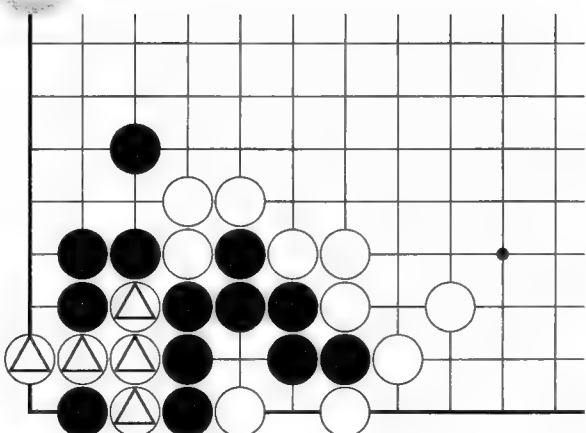
27



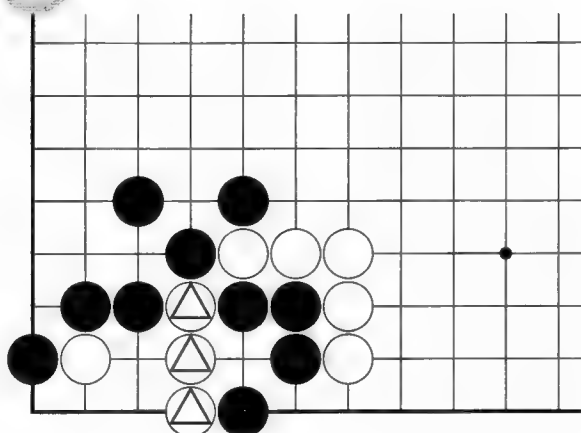
28



29



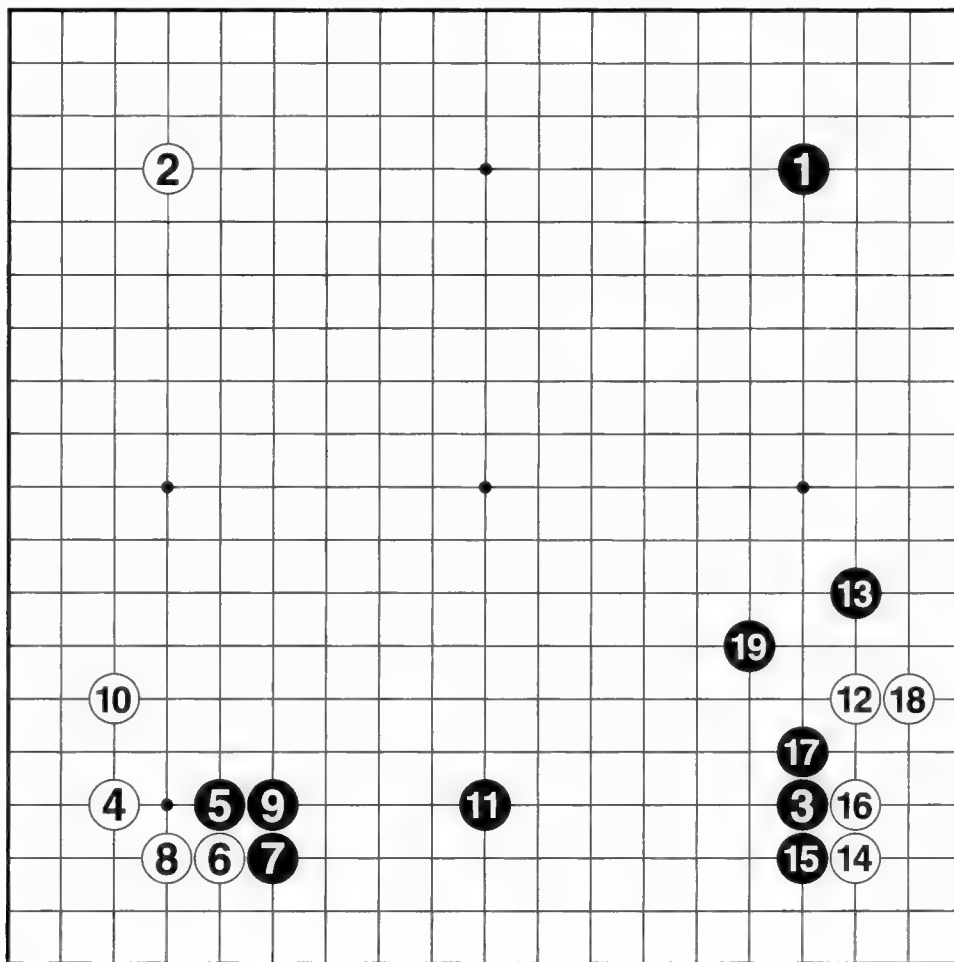
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9

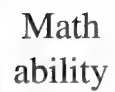
Opening 2

Let's study another professional players' opening. First play the stones and read the text and then just replay the stones.

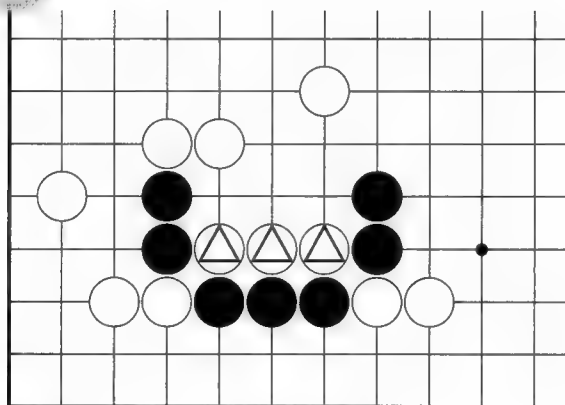


- | | |
|-------------------------------|--------------------------|
| ① Star Point | ② Star Point |
| ③ 2-Star-Formation | ④ 3-4 point |
| ⑤ High One-Space-Approach | ⑥ Knight's Attachment |
| ⑦ Hane (Bend) | ⑧ Stretch |
| ⑨ Solid Connection | ⑩ One-Point-Jump |
| ⑪ 3-Space-Extension | ⑫ Knight's Approach Move |
| ⑬ Low One-Space-Approach | ⑭ 3-3-Invasion |
| ⑮ Block on the Wide Side | ⑯ Connect by Pushing |
| ⑰ Tiger's Mouth's Vital Point | ⑱ Descend to Connect |
| ⑲ Double Knight's Blockade | |

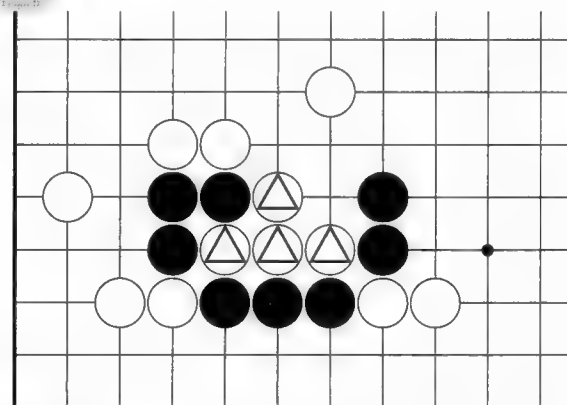
Reduce Liberties while Cutting



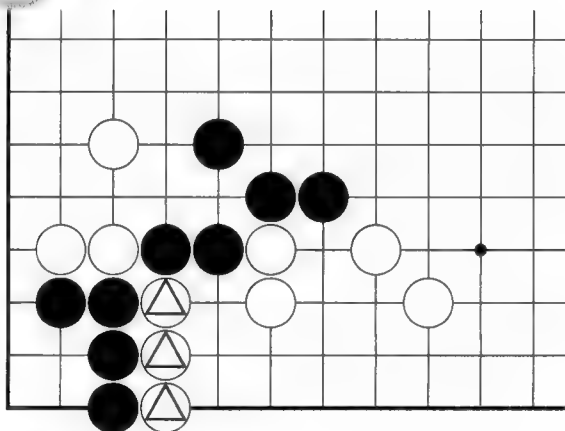
1



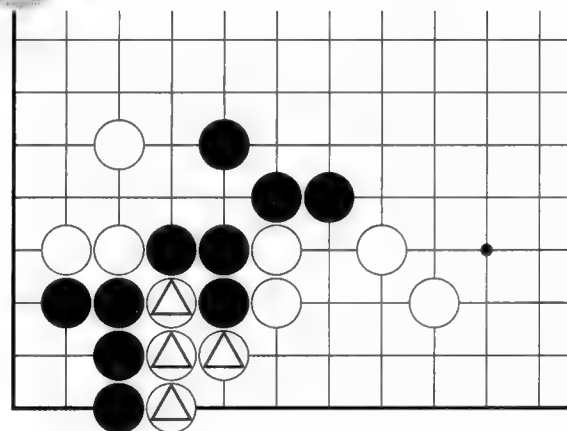
2



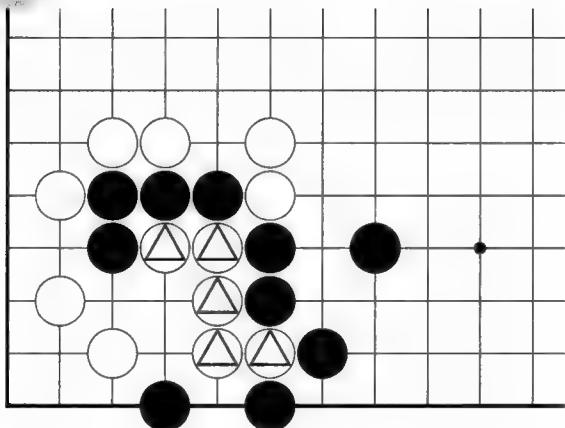
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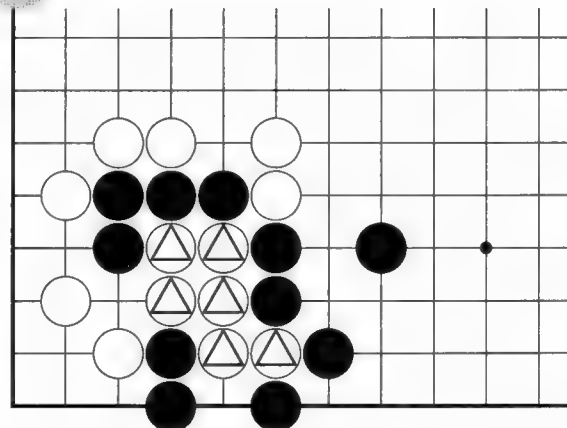
4



5



6



10

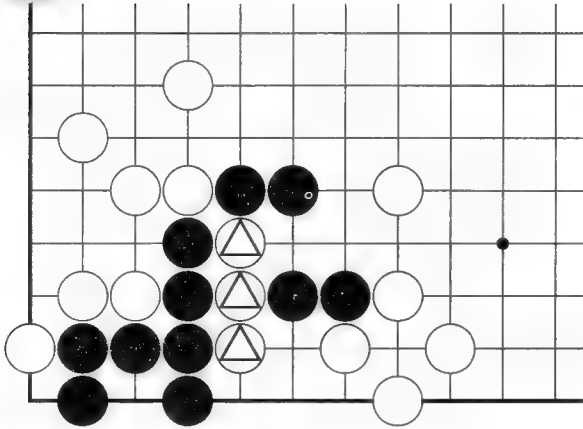
Reduce Liberties while Cutting



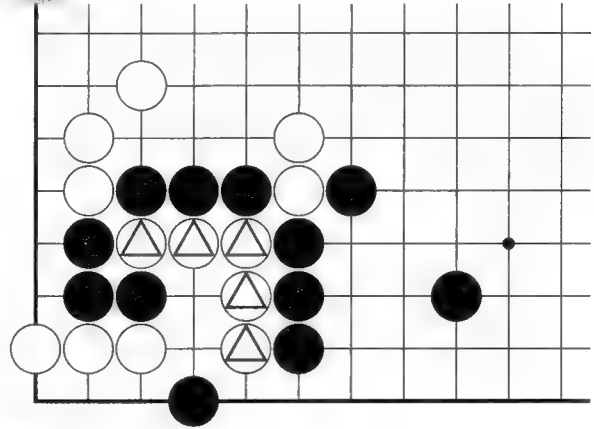
Math
ability

Capture the  stones.

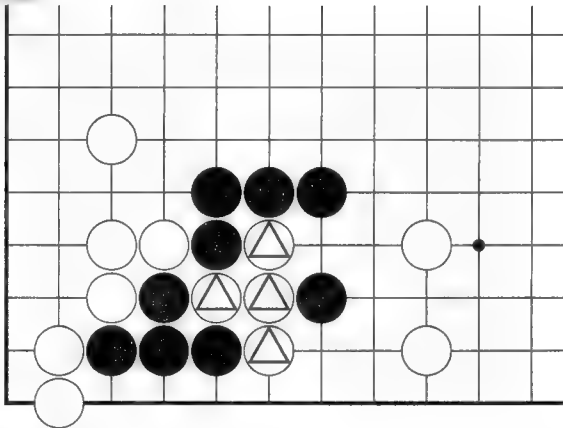
13



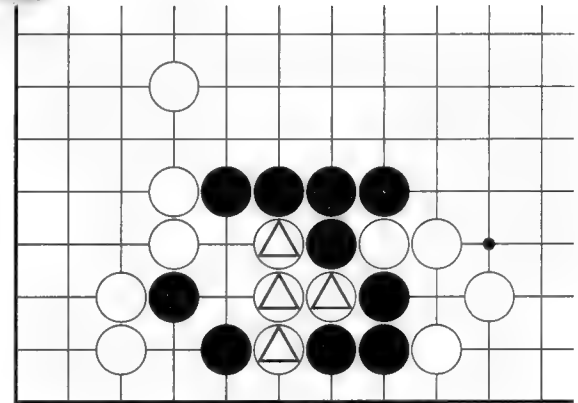
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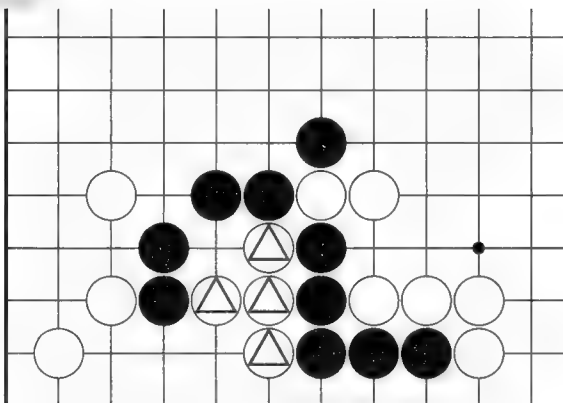
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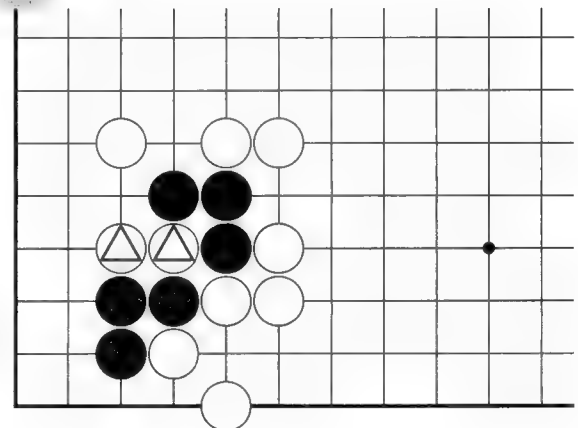
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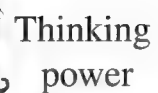
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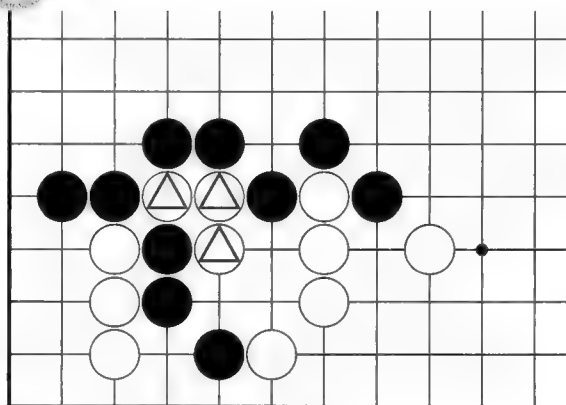
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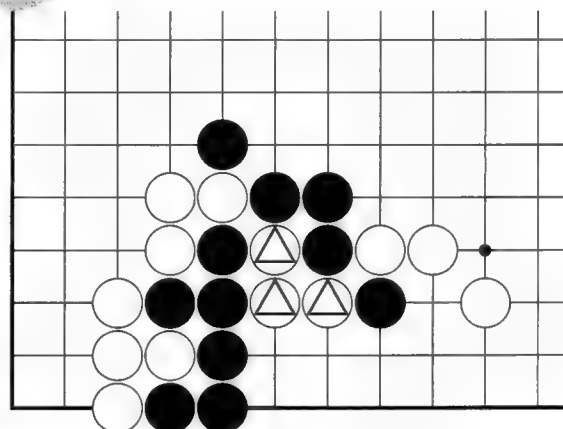
Atari (Review)



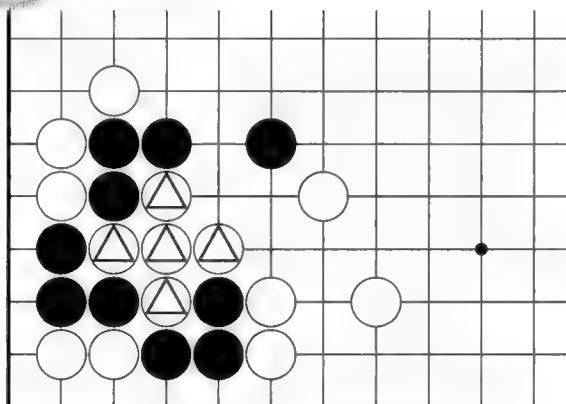
1



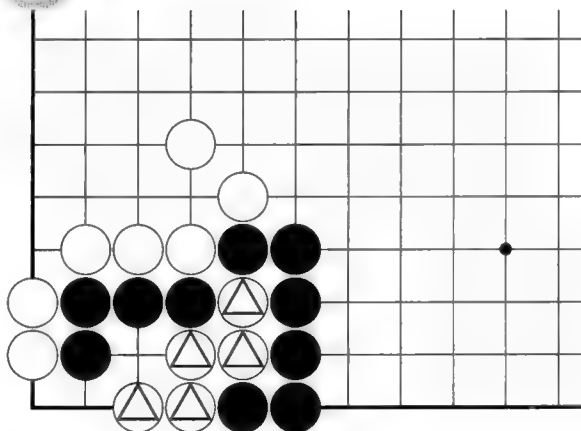
2



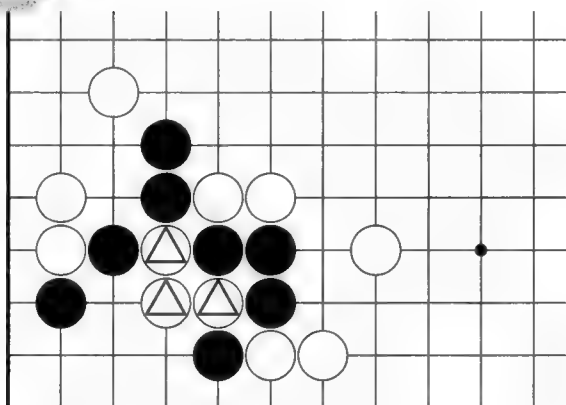
3



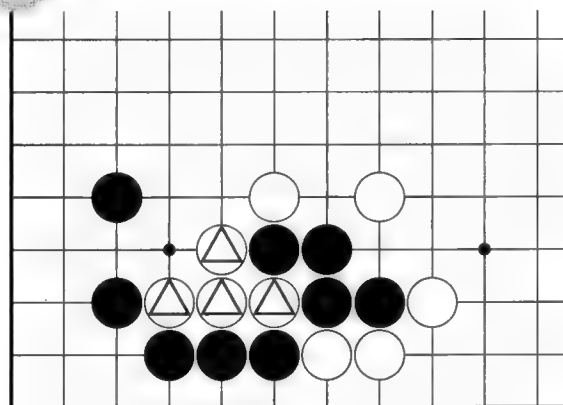
4



5



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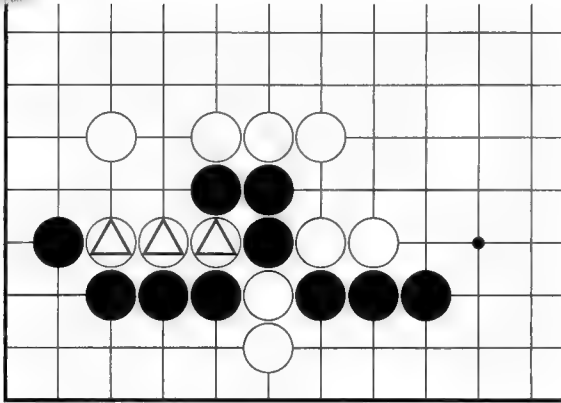
Atari (Review)



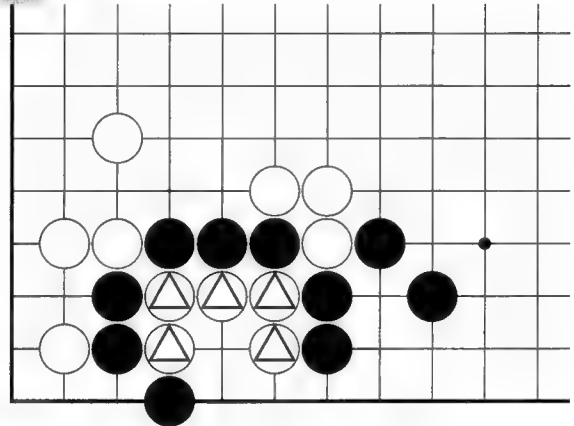
Thinking
power

Capture the  stones.

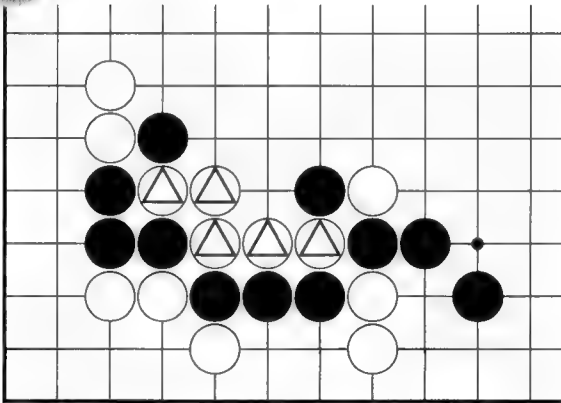
7



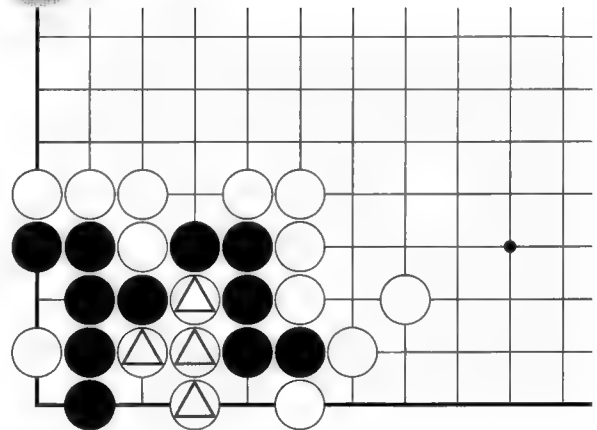
8



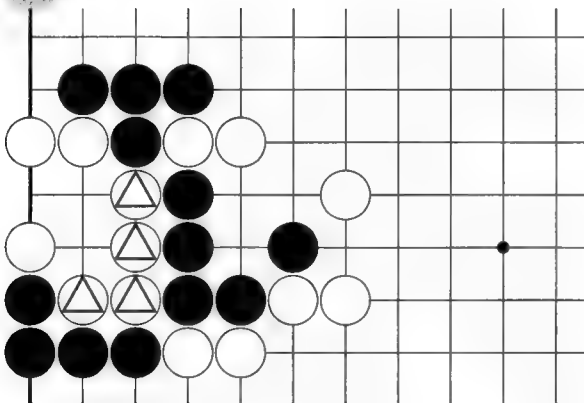
9



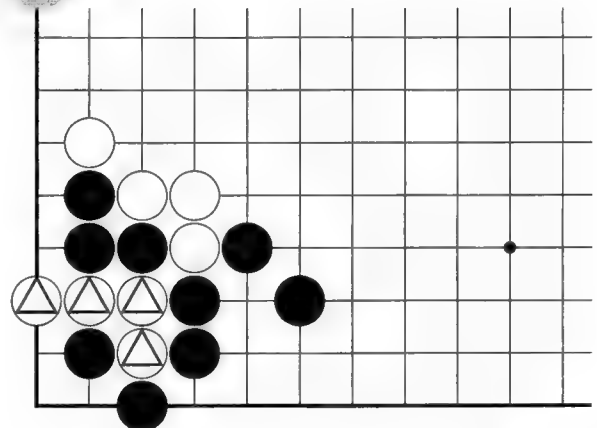
10



11



12

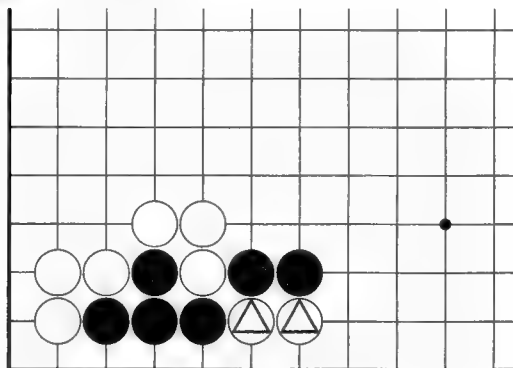


11

Blocking the Way Out



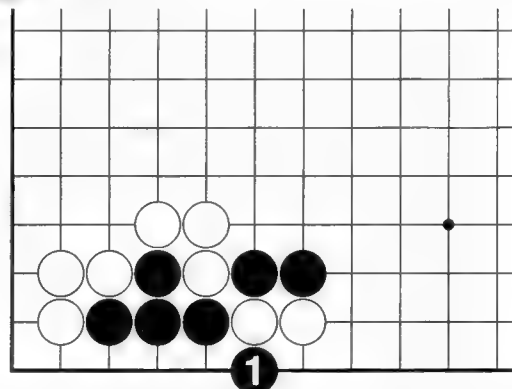
Situation



Black to capture the △ stones.



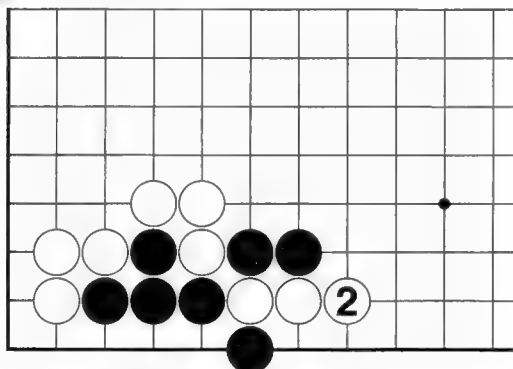
Failure 1



If Black starts to reduce the liberties at the line of death, Black can't capture White.



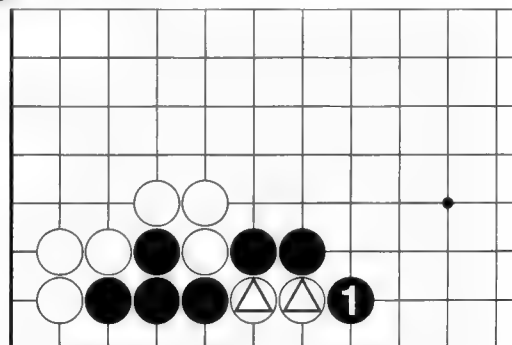
Failure 2



Like this, White gains more liberties and Black can't capture these stones anymore.



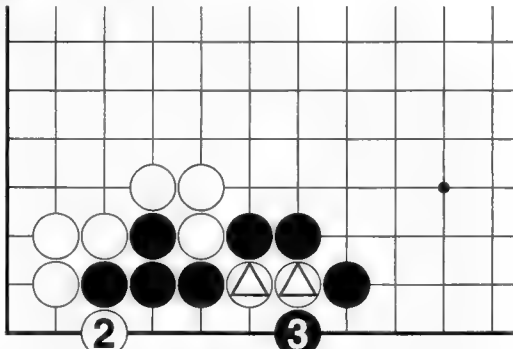
Success 1



Black should block the way out.



Success 2



Black has one more liberty than White, so White is captured.

[Quiz]

Seba: The Super-Bear is about to escape.

What should we do?

Kiring: Let's just resign.

Topia: ()

1) I also want to resign.

2) Let's block the way out!

11

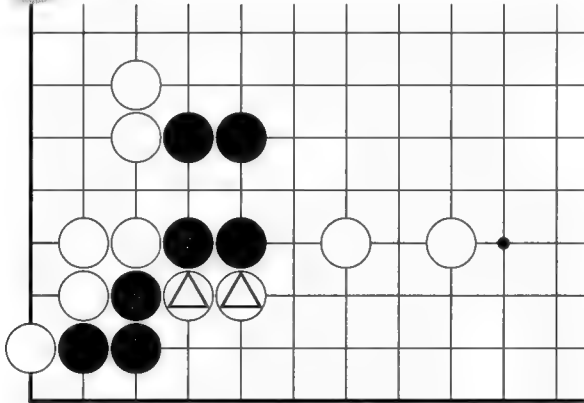
Blocking the Way Out



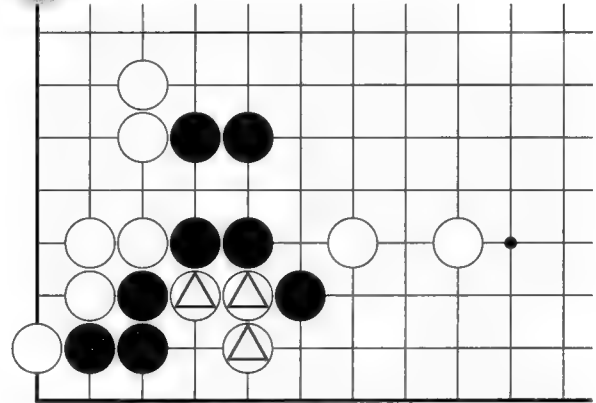
Math
ability

Capture the  stones by blocking the way out.

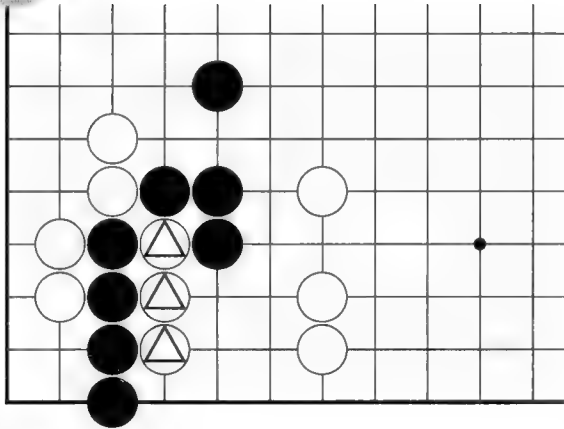
1



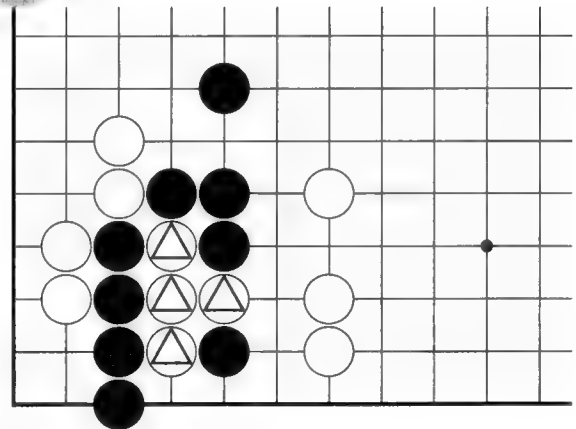
2



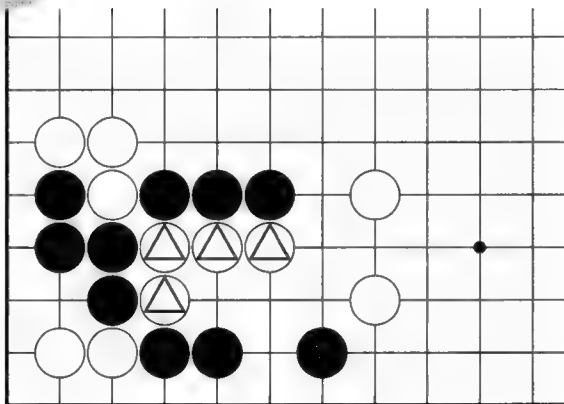
3



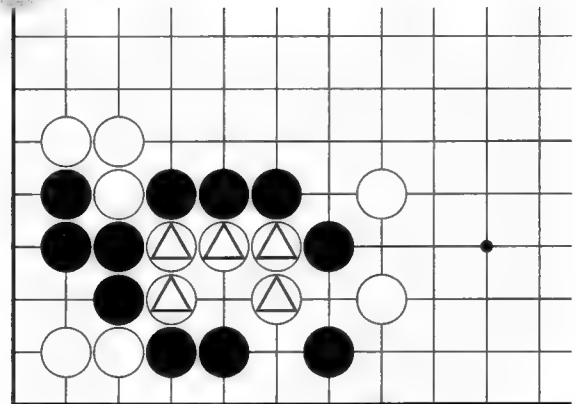
4



5



6



11

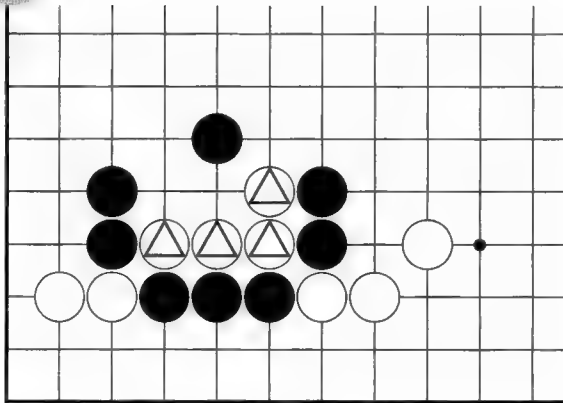
Blocking the Way Out



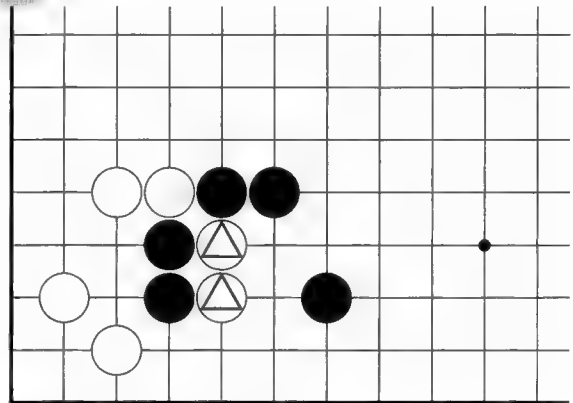
Math
ability

Capture the  stones.

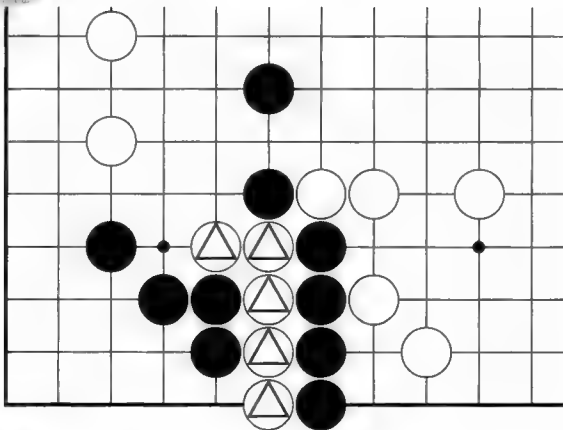
7



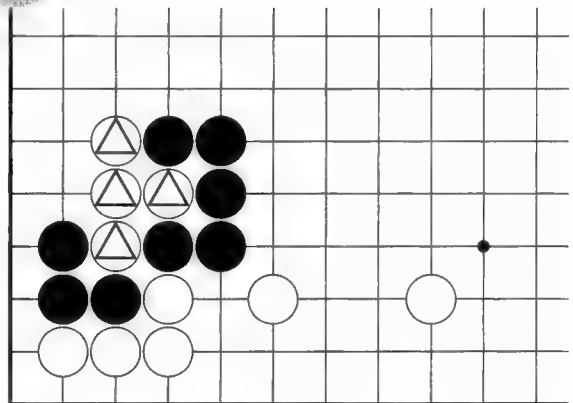
8



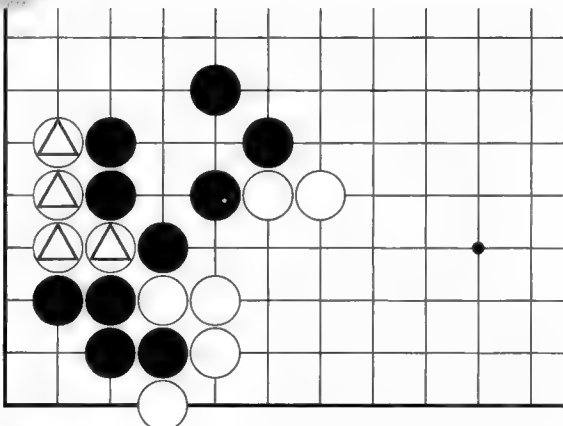
9



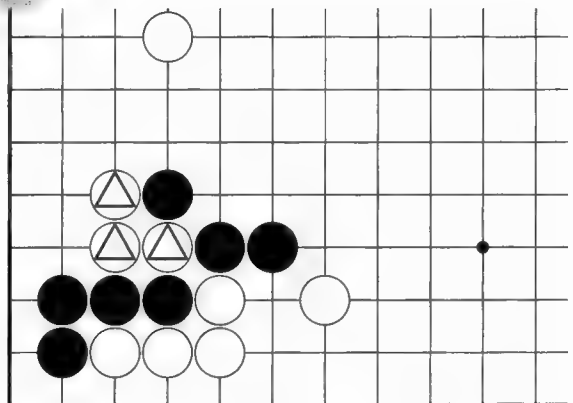
10



11



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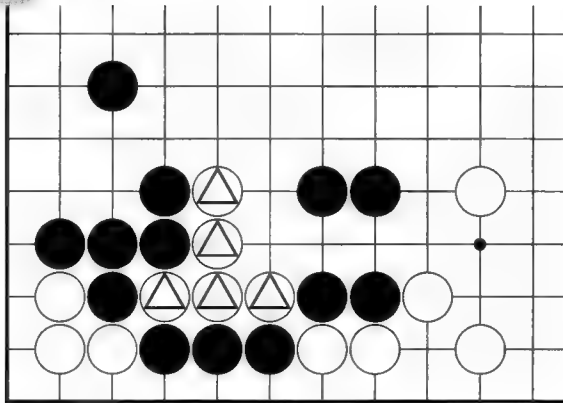
Blocking the Way Out



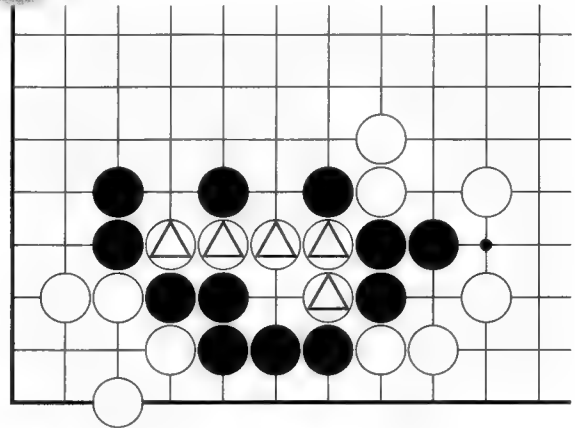
Math
ability

Capture the  stones.

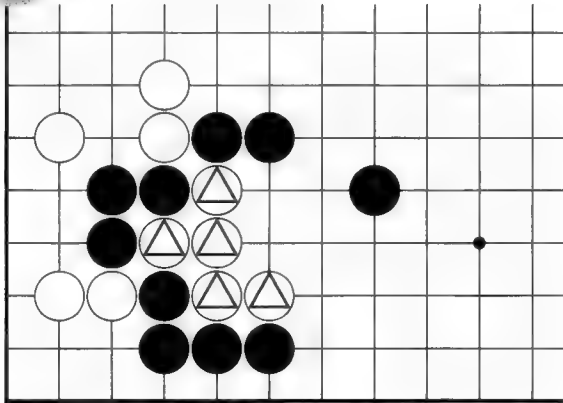
13



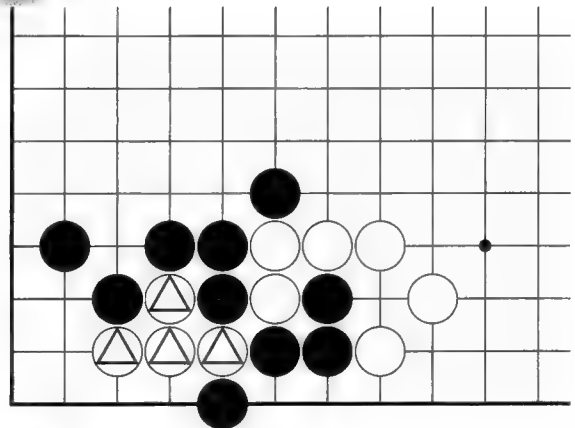
14



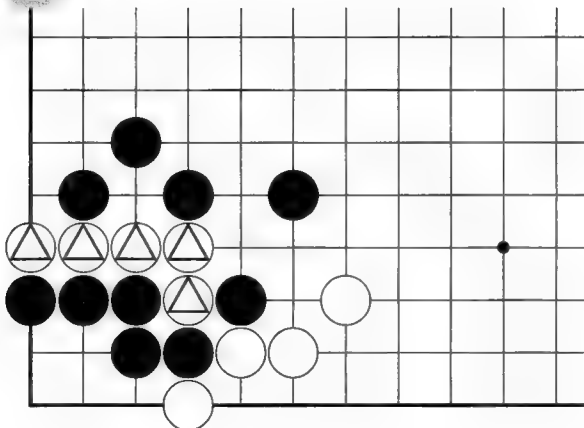
15



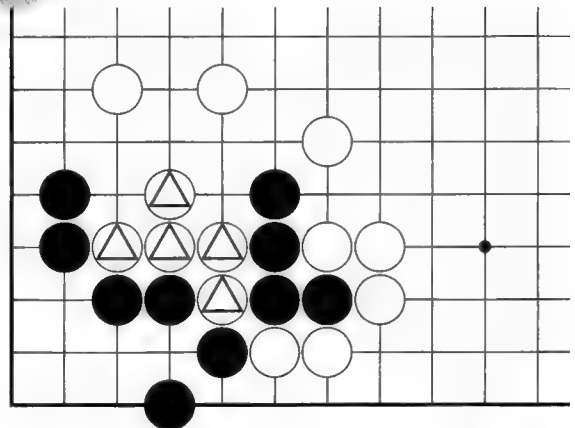
16



17



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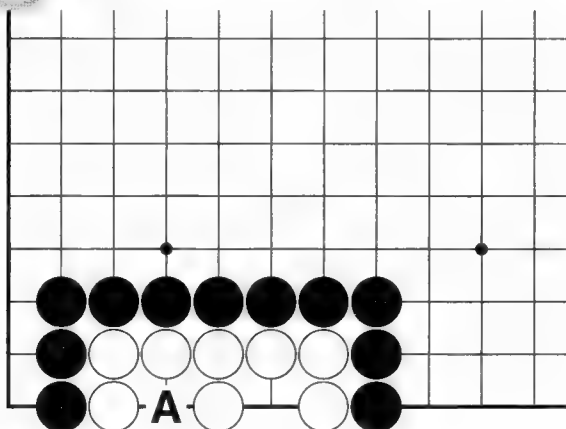
Suicide is not allowed



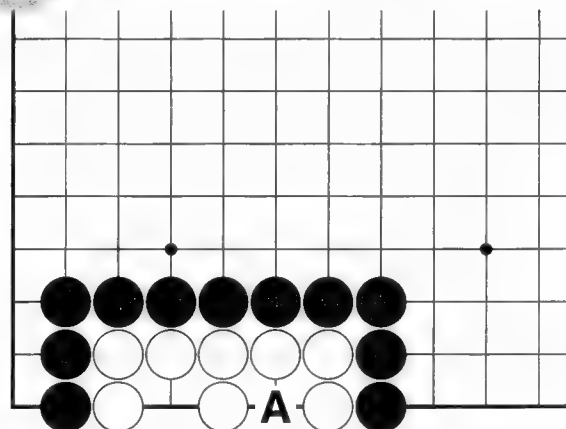
Math
ability

Can Black play at A?

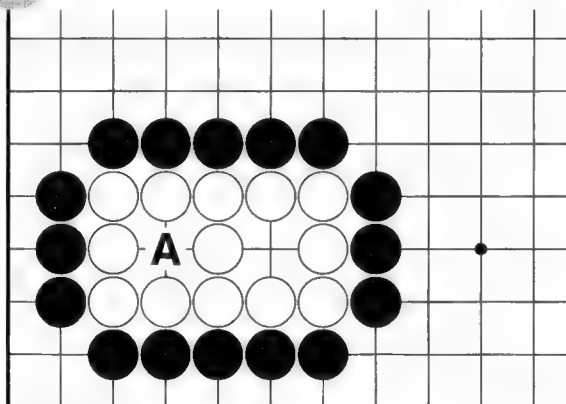
1 Can () Cannot ()



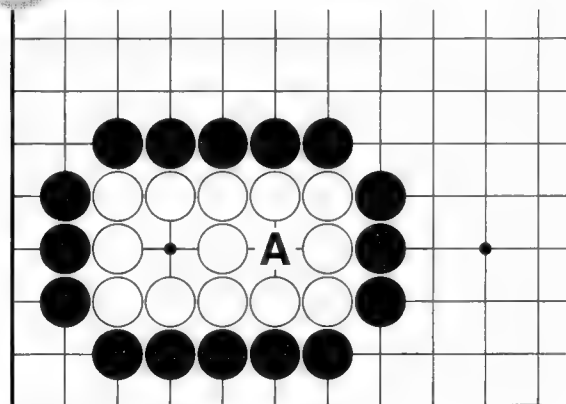
2 Can () Cannot ()



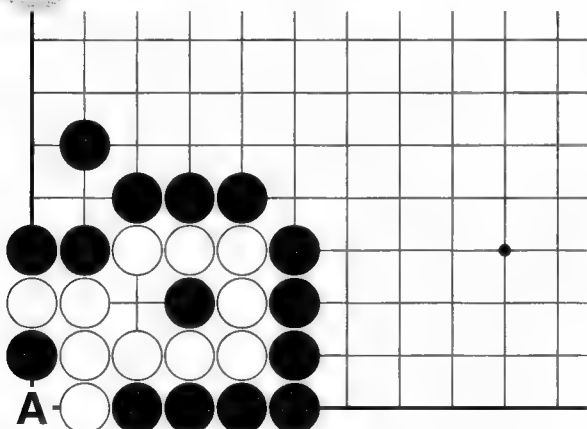
3 Can () Cannot ()



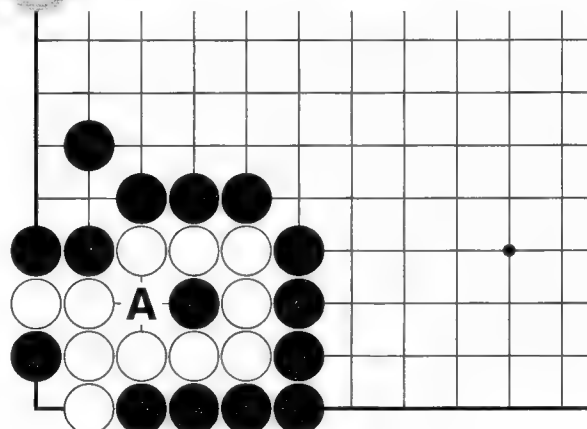
4 Can () Cannot ()



5 Can () Cannot ()



6 Can () Cannot ()



11

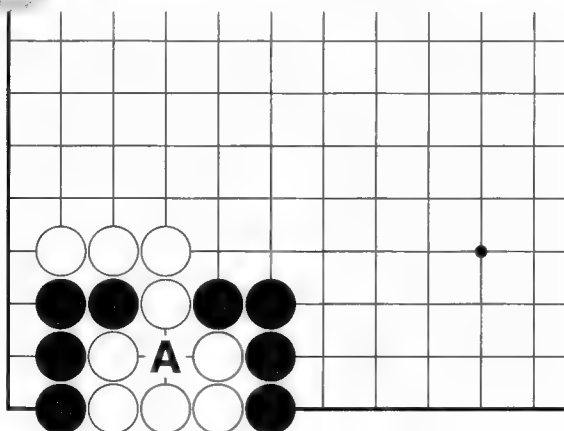
Suicide is not allowed



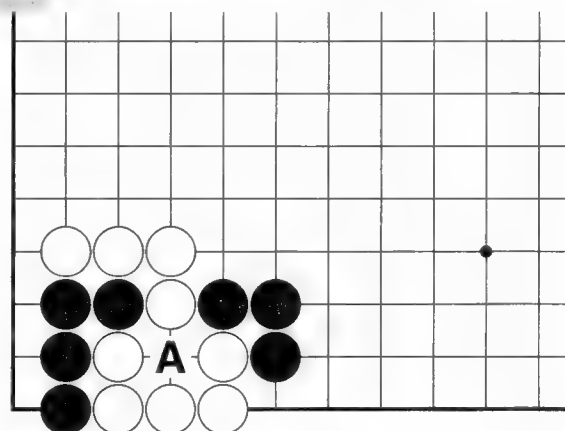
Math
ability

Can Black play at A?

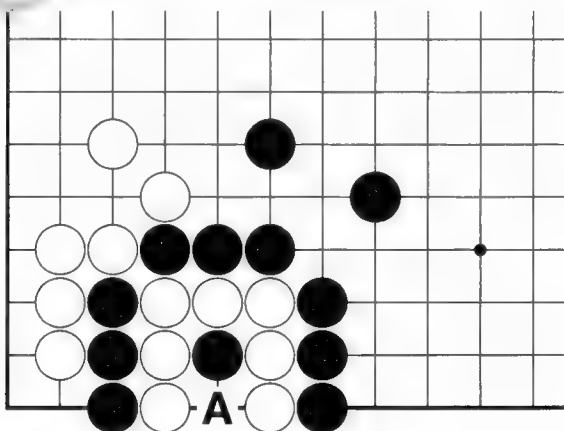
7 Can () Cannot ()



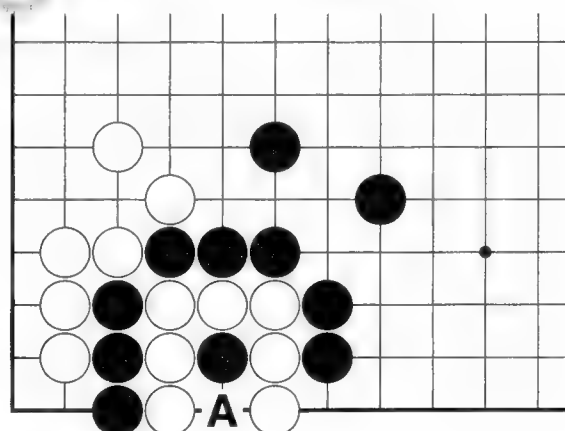
8 Can () Cannot ()



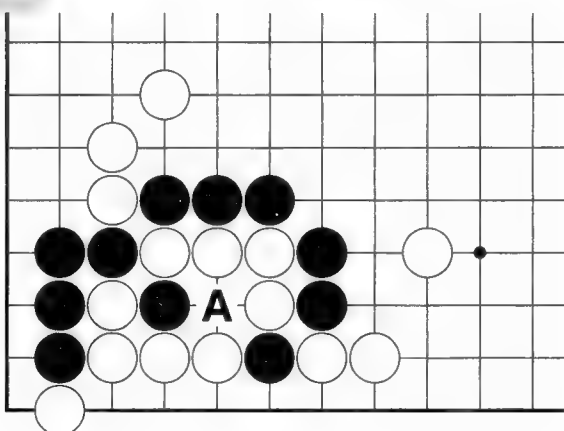
9 Can () Cannot ()



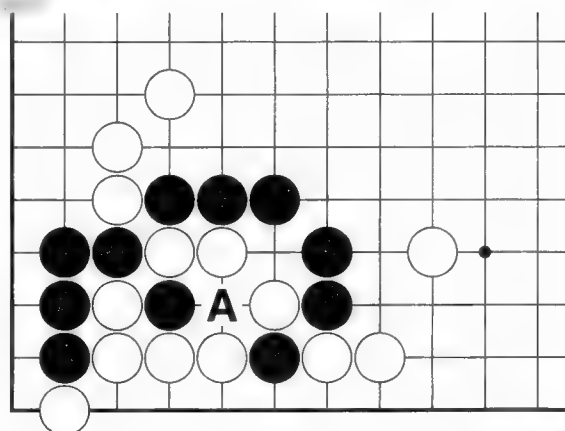
10 Can () Cannot ()



11 Can () Cannot ()



12 Can () Cannot ()



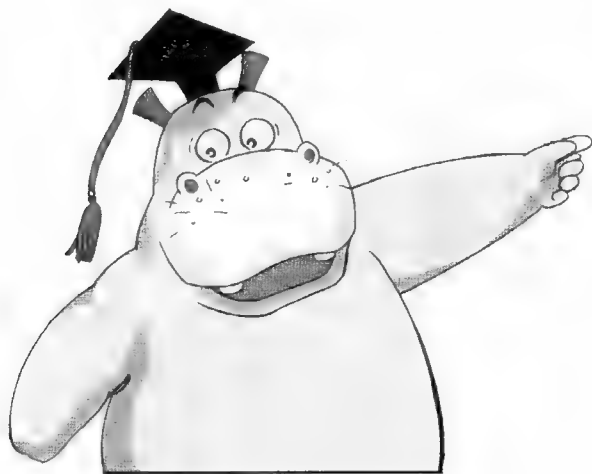
Studying Baduk at University?!

Can you imagine that Baduk can be studied at university? Yes, it is possible!

We, the author, the translators and the editors of this book have studied Baduk at Myongji University in Yongin (Korea). The major "Baduk Studies" can be studied for 4 years (Bachelor), 2 years (Master) and 3 years (Ph.D.). Every year about 30 students enroll, including professional Baduk players, former Korean yeonguseng (students who try to become professionals) and foreign students.

Some of them came a long, long way to Korea because they like Baduk so much and want to work in this field. Those foreign students are from Singapore, Thailand, Hungary, France, Germany, Brasil, China, Taiwan and Serbia!

But what do they study at university? Well, it is not only about how to play Baduk, but a diverse range of subjects concerning Baduk such as:



1. Baduk history
2. Baduk education
3. Baduk culture
4. Baduk media
5. Baduk literature
6. Baduk marketing
7. Baduk psychology
8. Baduk event management
9. Baduk and Computer
10. Baduk Masters

Would you like to know more about this topic?

Please have a look at the website of the Department of Baduk Studies

-> (<http://www.mjubaduk.com/eng>).

Some Impressions from the Department of Baduk Studies



Listening a class and playing Baduk is part of the study.

Professors at Department of Baduk Studies and their scientific background:



JEONG Su-Hyeon, 9p
English Literature,
Education



CHOI Il-Ho
Psychology



NAM Chi-Hyung, 1p
English Literature,
Mathematics



KIM Jin-Hwan
Physical Education



In May at the beautiful campus.



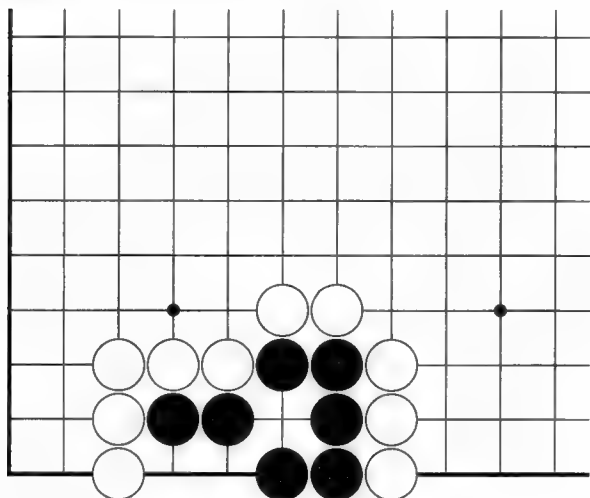
Students from Thailand, Brasil and Germany.

12

The 2nd Eye



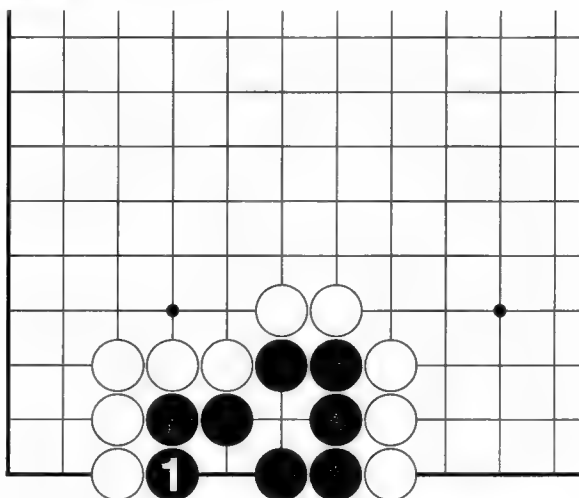
Situation 1



How can Black be saved?



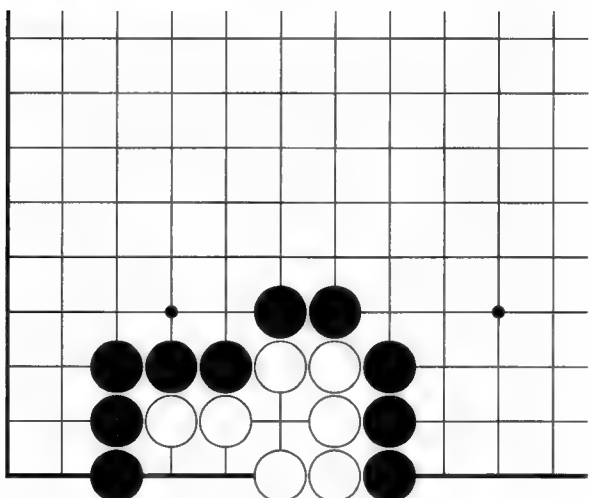
Success 1



By making the second eye Black can be saved.



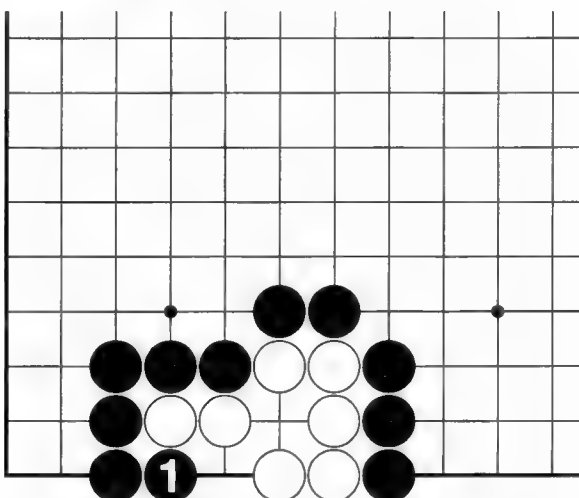
Situation 2



Black to capture White.



Success 2



By taking the second eye Black can capture White!

12

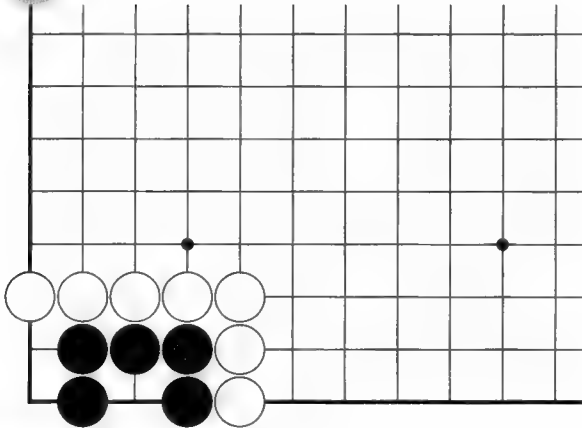
The 2nd Eye



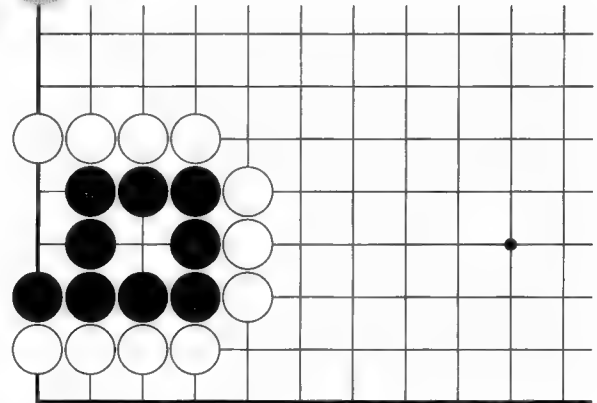
Thinking
power

Save Black.

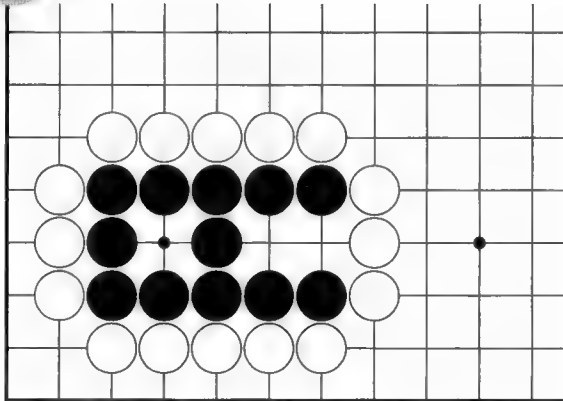
1



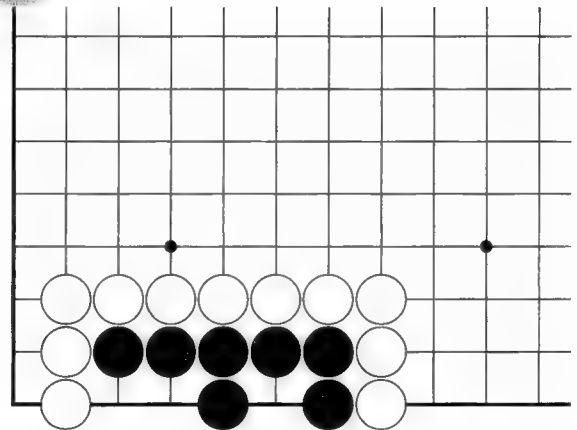
2



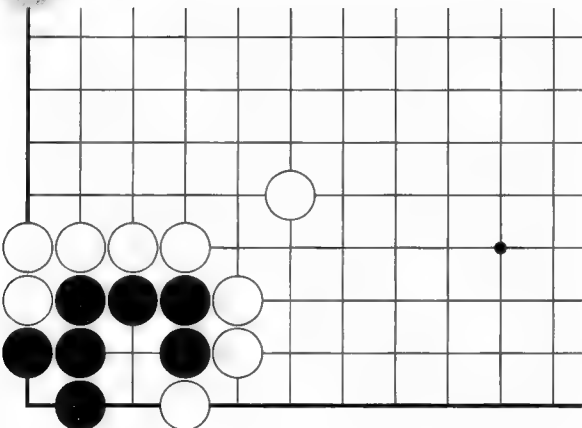
3



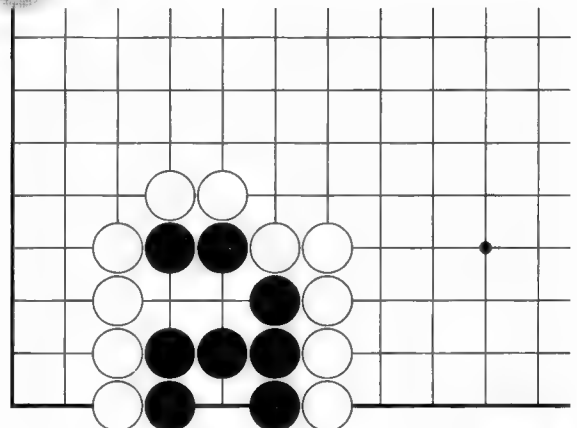
4



5



6



12

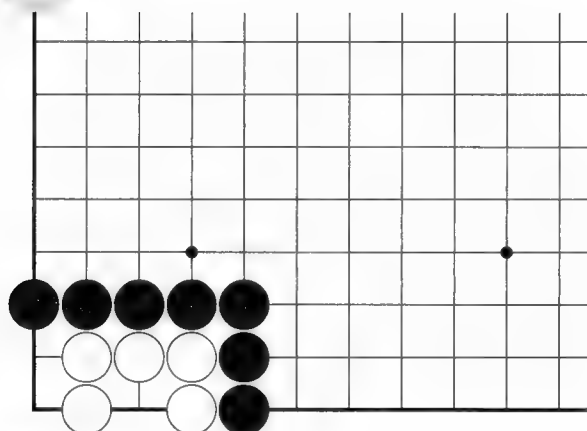
The 2nd Eye



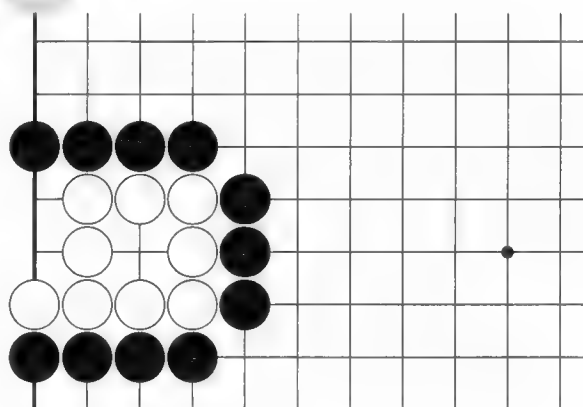
Thinking
power

Capture White.

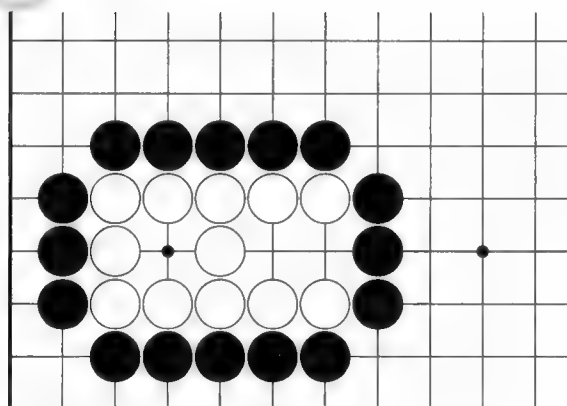
7



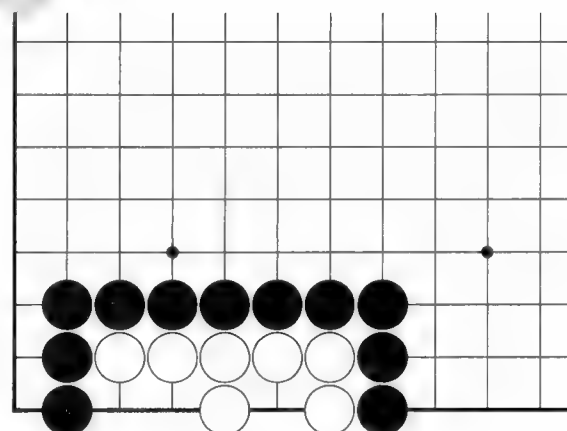
8



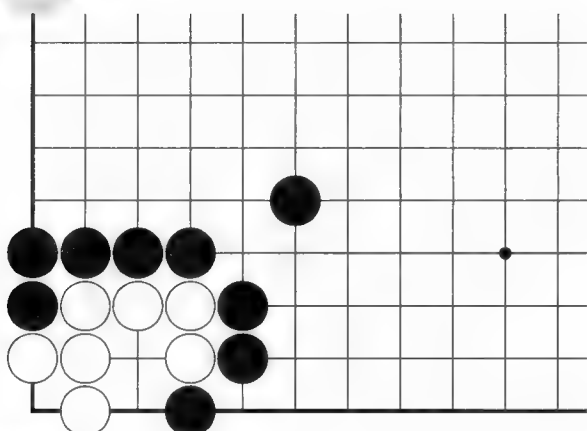
9



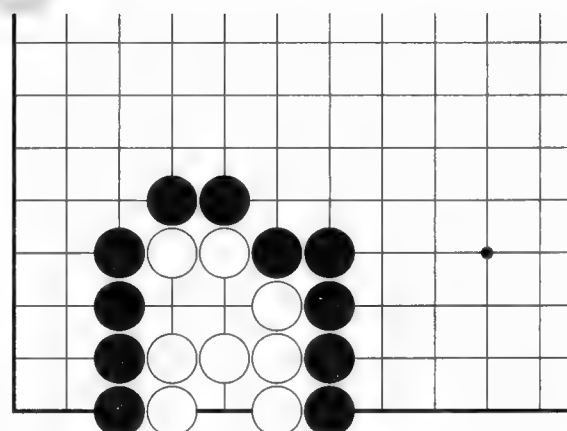
10



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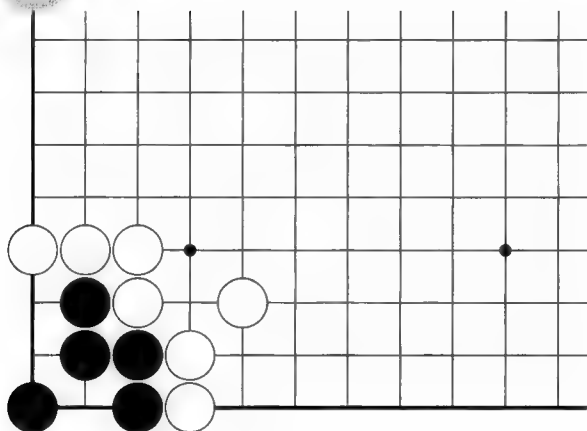
The 2nd Eye



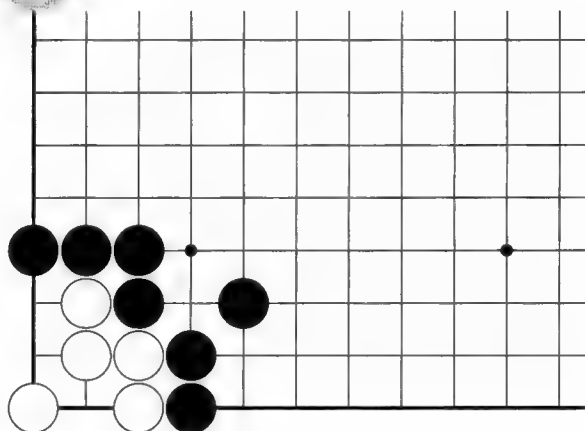
Thinking
power

Save Black or capture White.

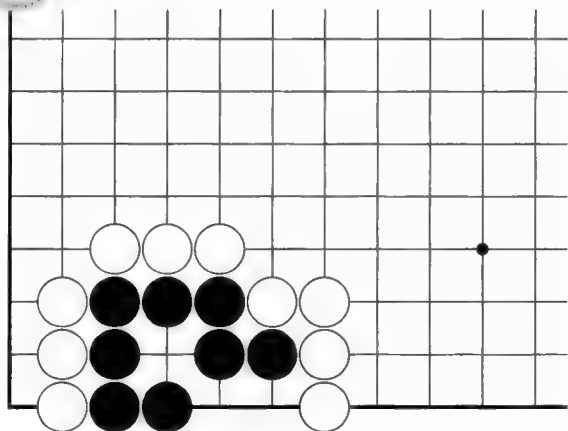
13



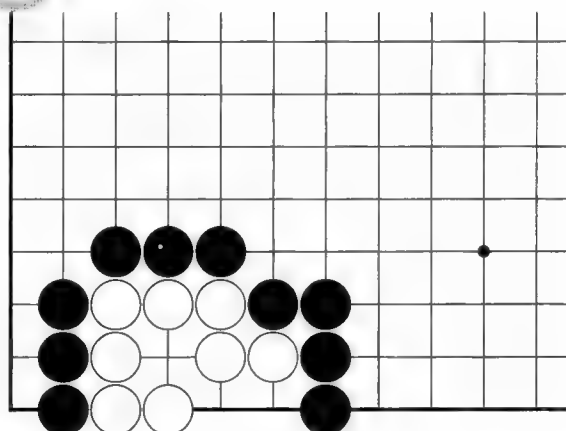
14



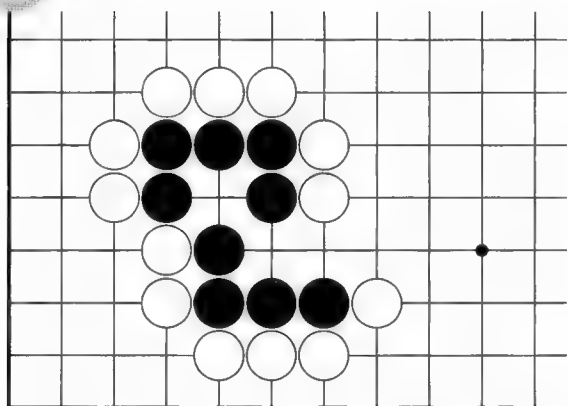
15



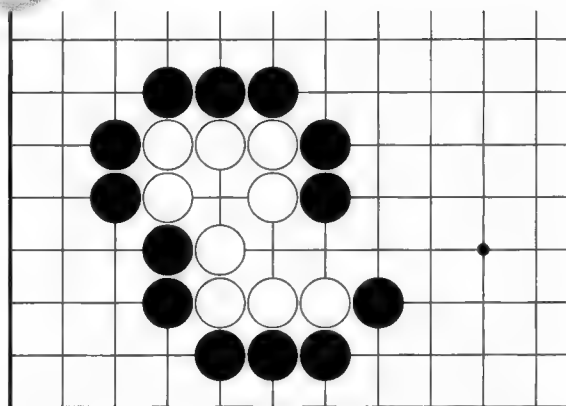
16



17



18



12

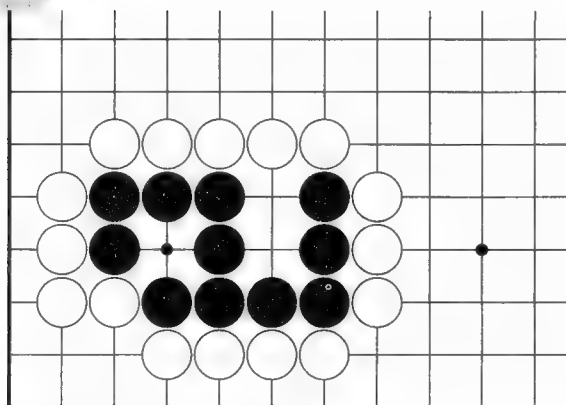
The 2nd Real Eye



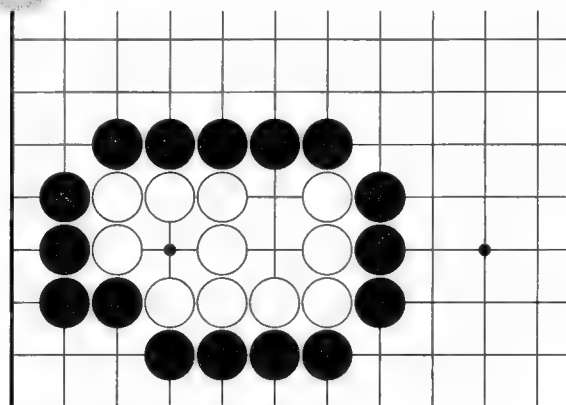
Thinking
power

Save Black or capture White.

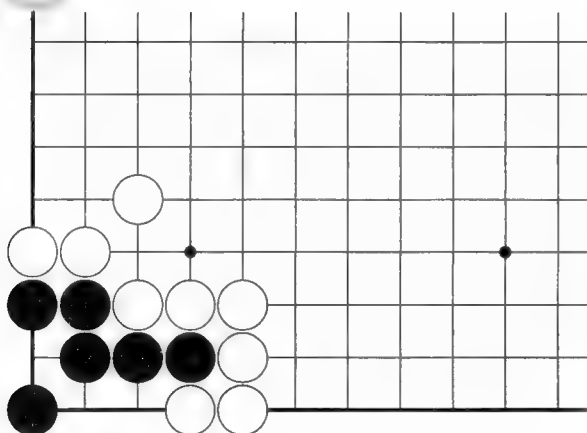
19



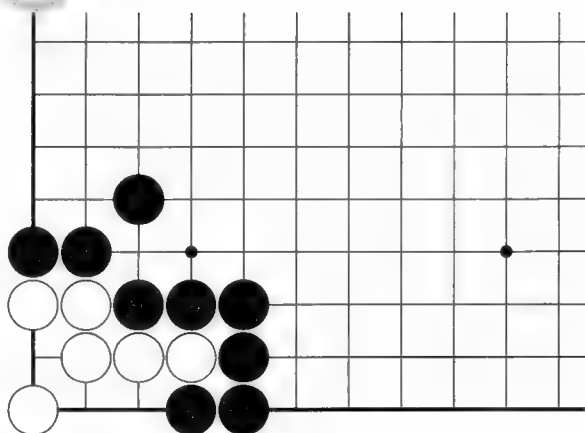
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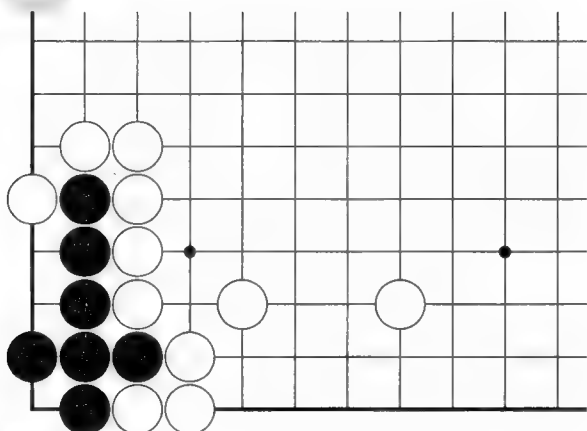
21



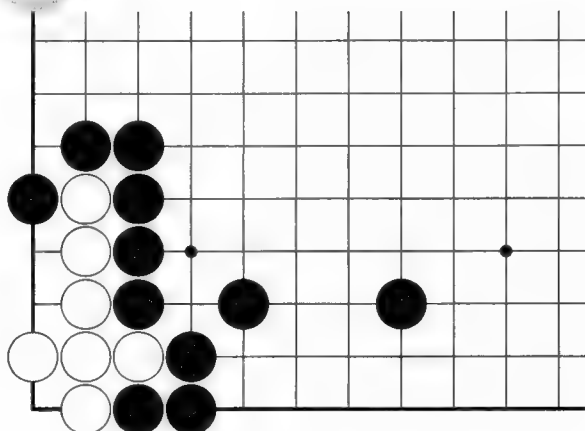
22



23



24



12

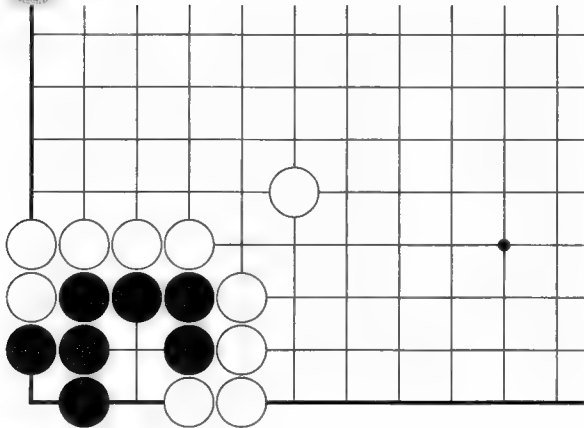
The 2nd Real Eye



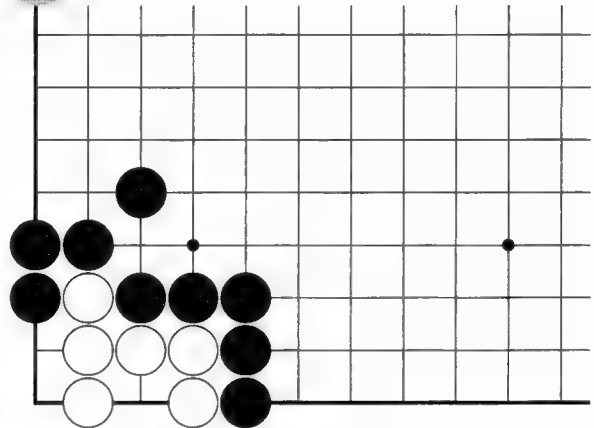
Thinking
power

Save Black or capture White.

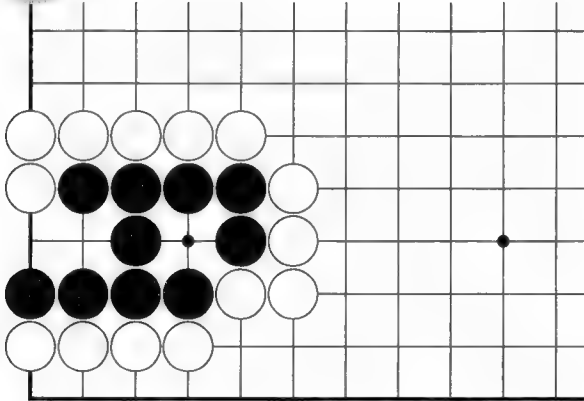
25



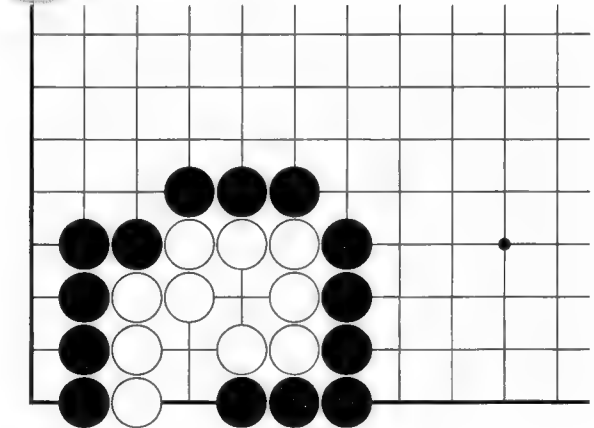
26



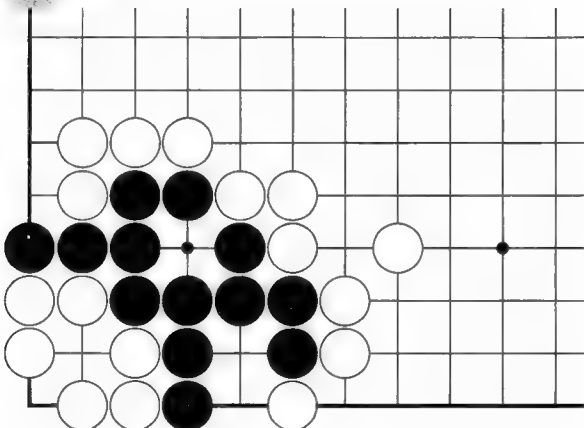
27



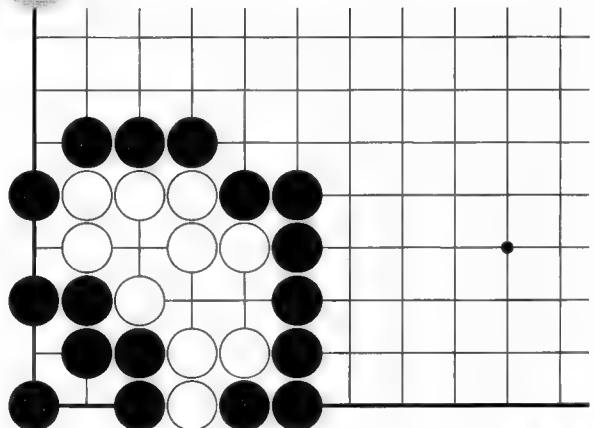
28



29



30

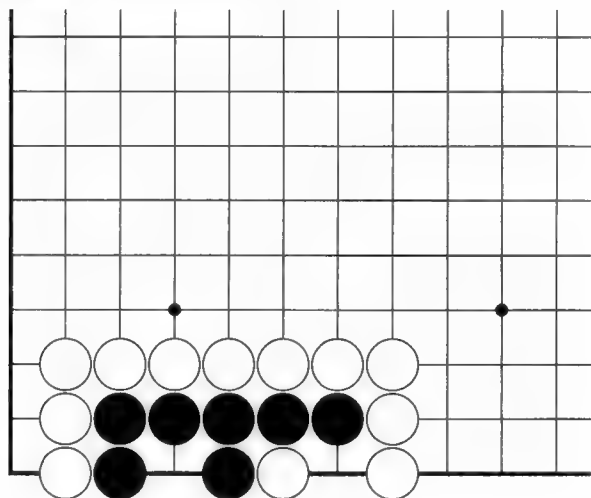


13

Capture or Save to Succeed



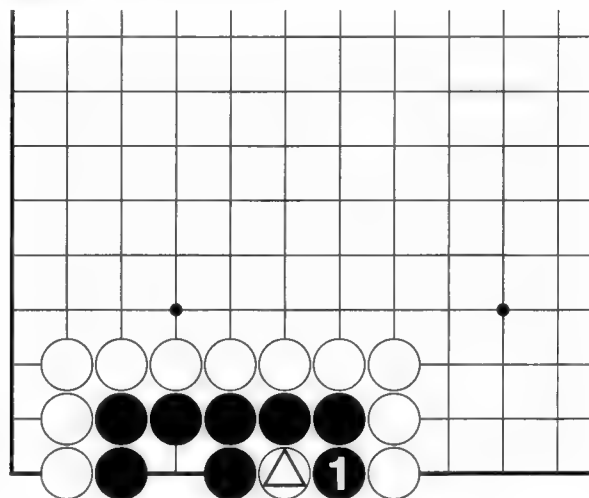
Situation 1



Try to save Black.



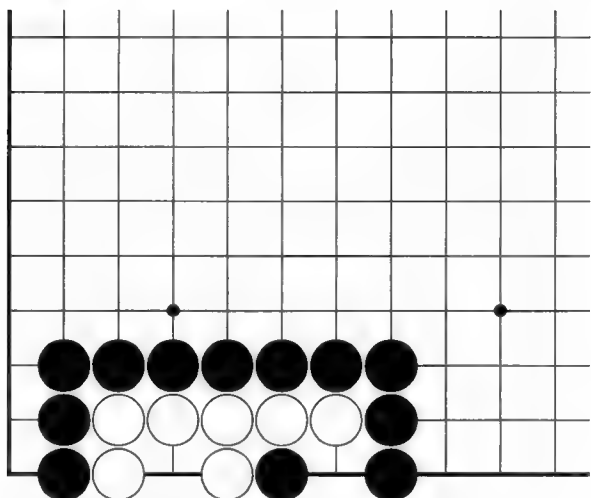
Success 1



While capturing Black can make another eye.



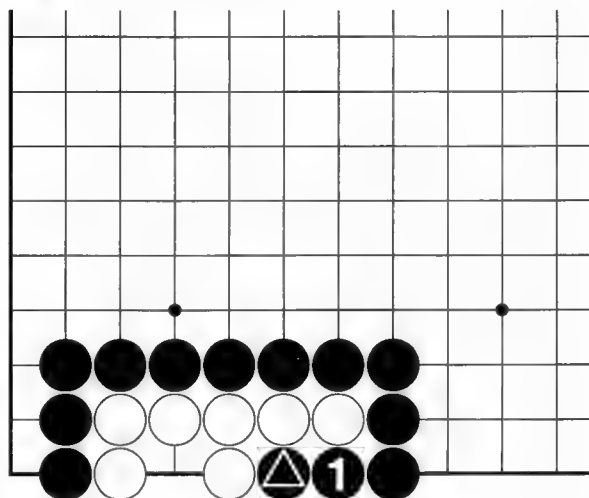
Situation 2



How can Black capture White?



Success 2



While saving Black can take away White's 2nd eye. Like this, all the white stones are captured.

13

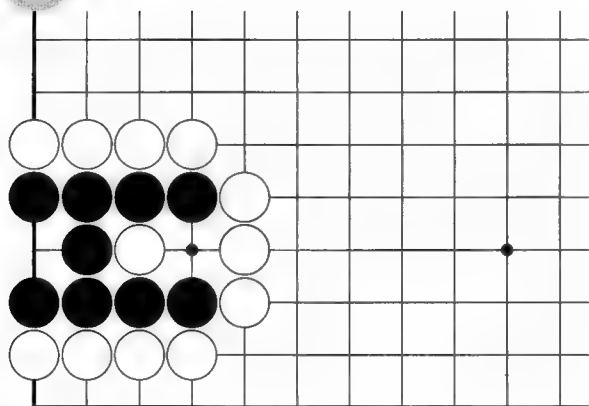
Capture to Live



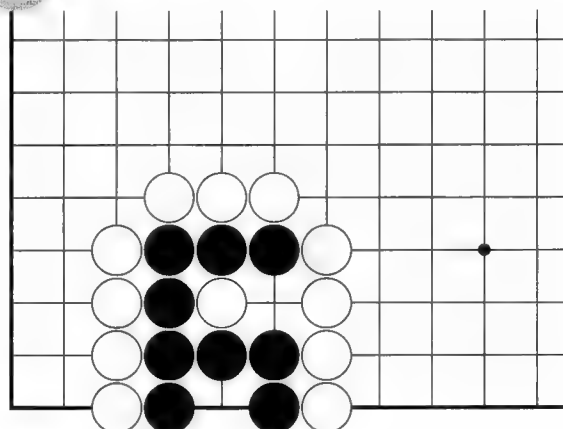
Thinking
power

Save Black.

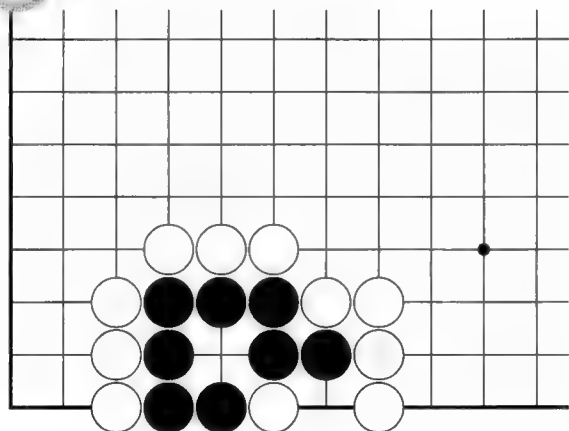
1



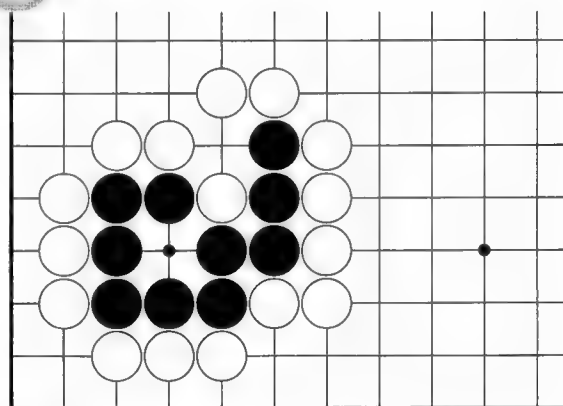
2



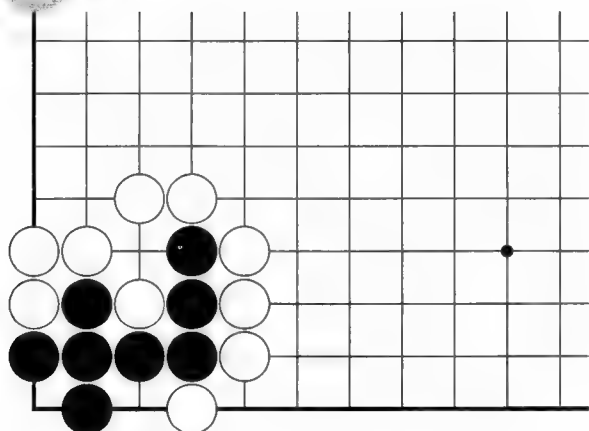
3



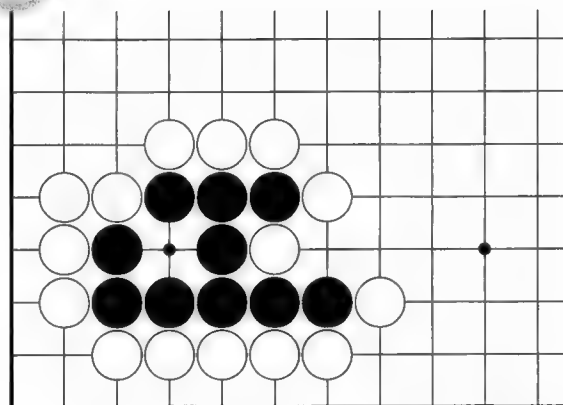
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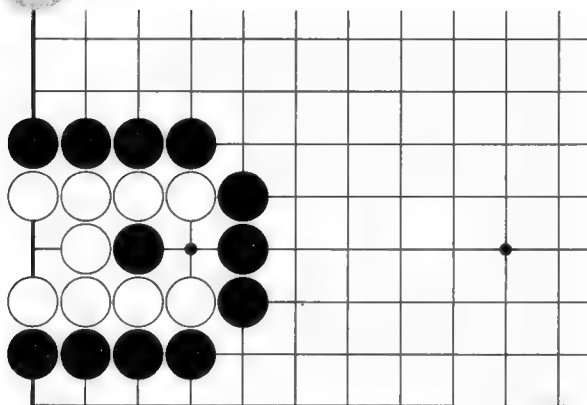
Save to Capture



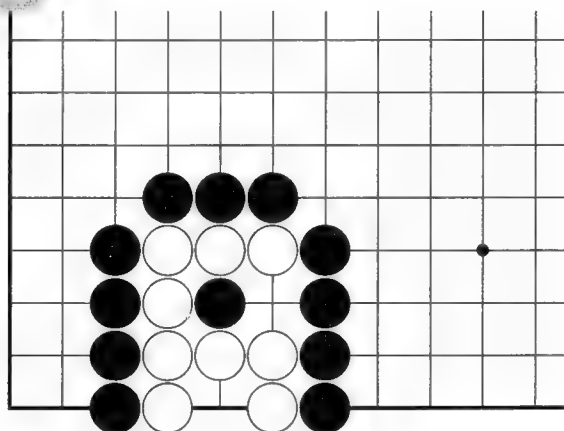
Thinking
power

Capture White.

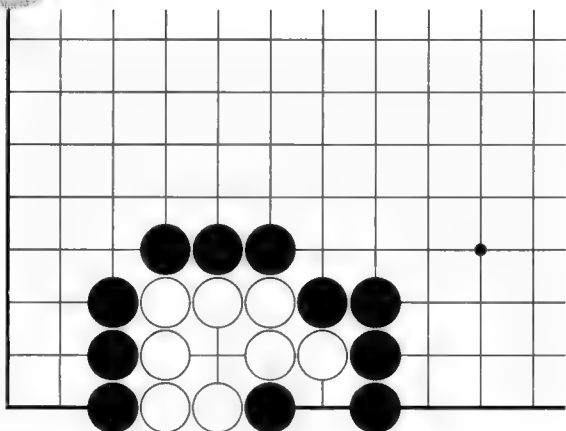
7



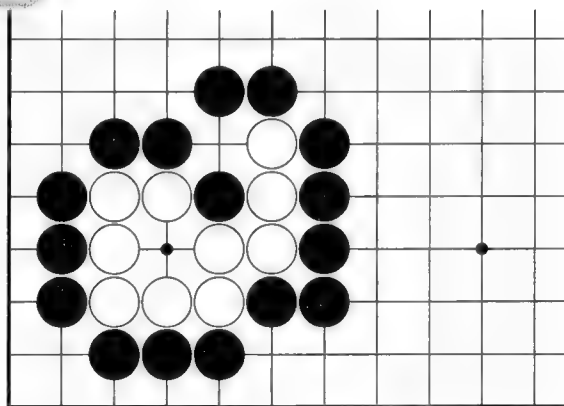
8



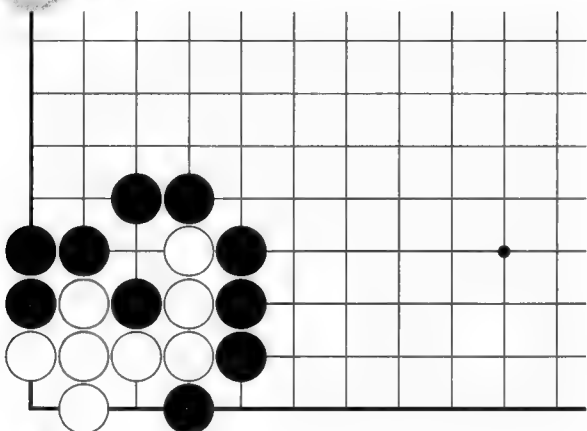
9



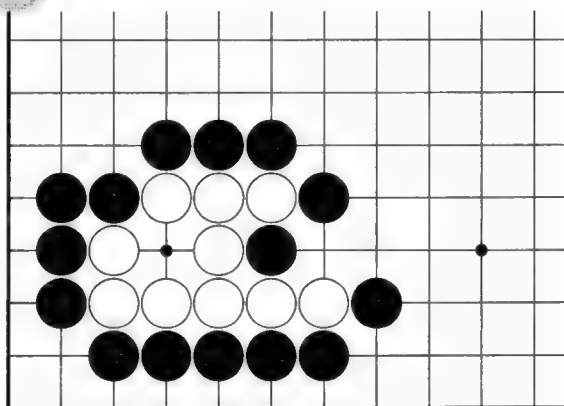
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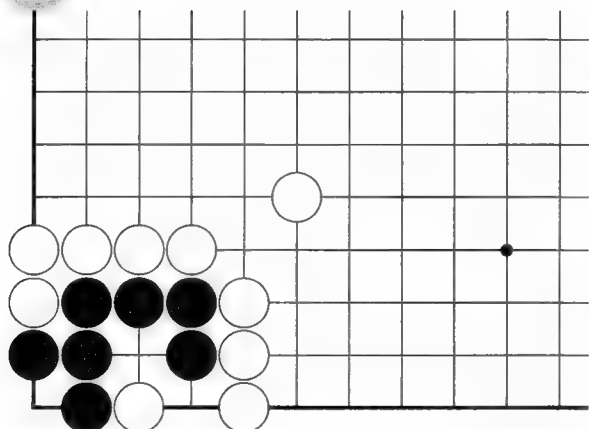
Capture or Save



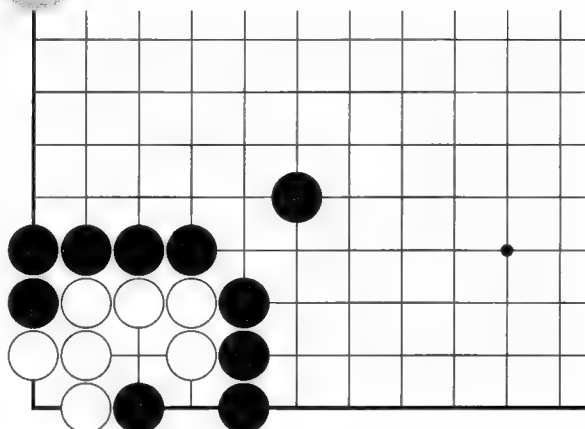
Thinking
power

Save Black or capture White.

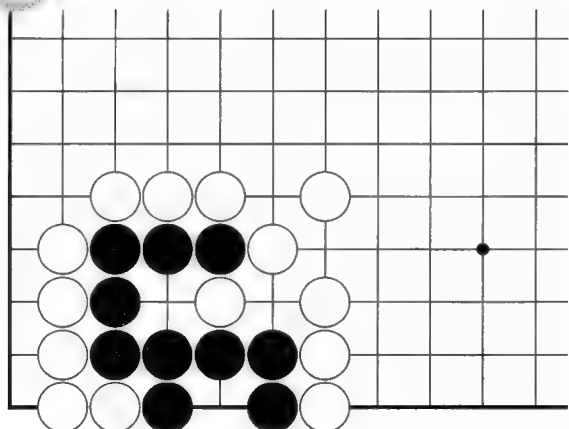
13



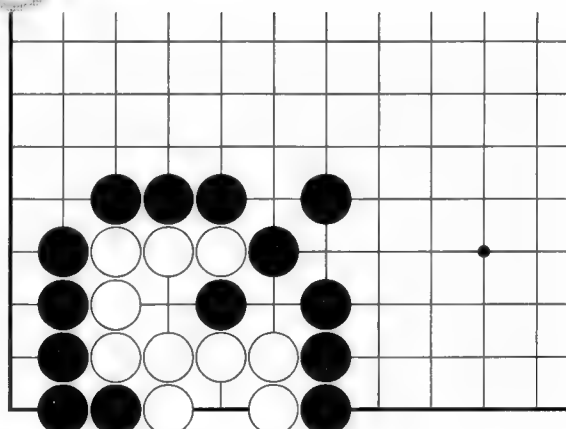
14



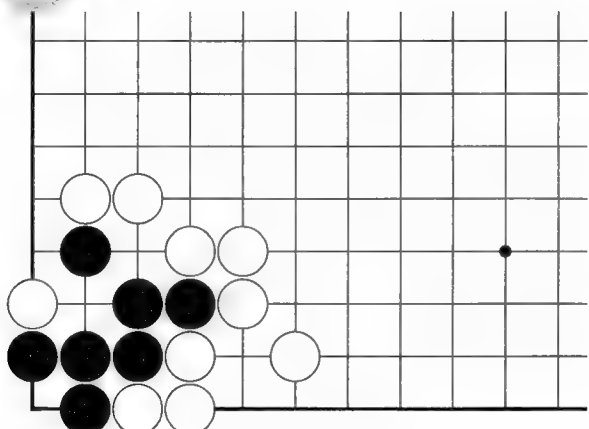
15



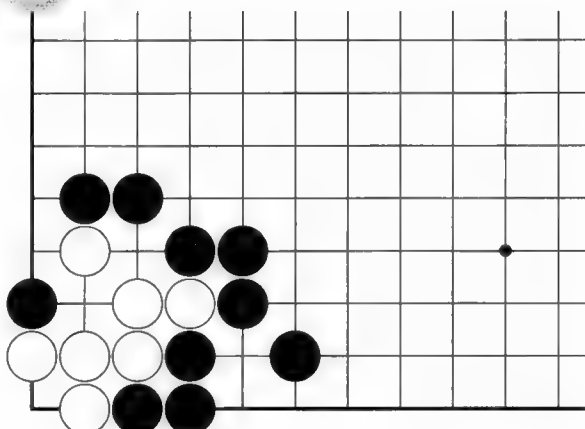
16



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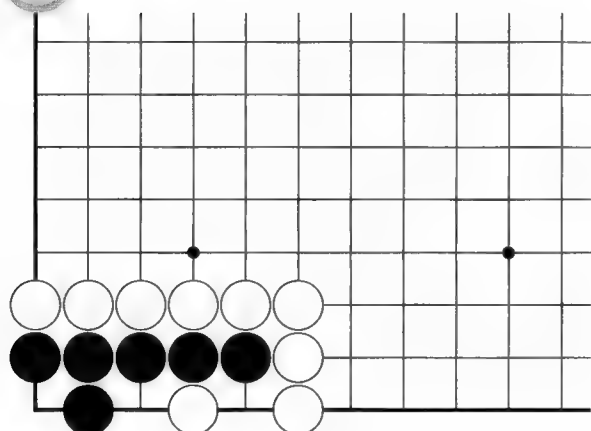
Capture or Save



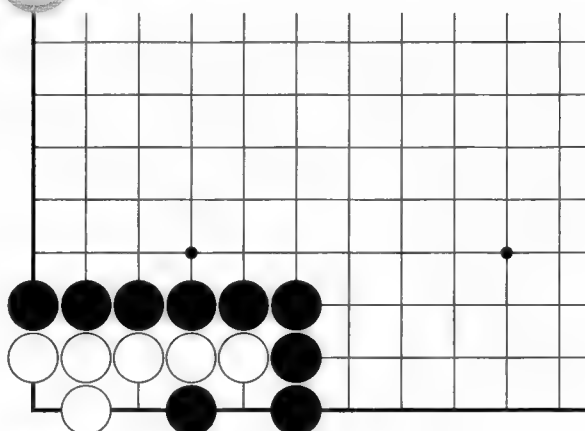
Thinking
power

Save Black or capture White.

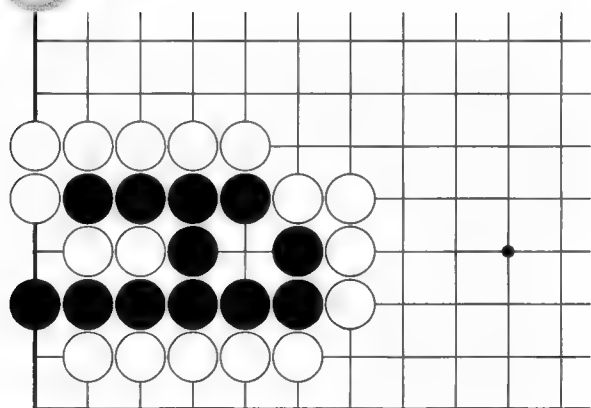
19



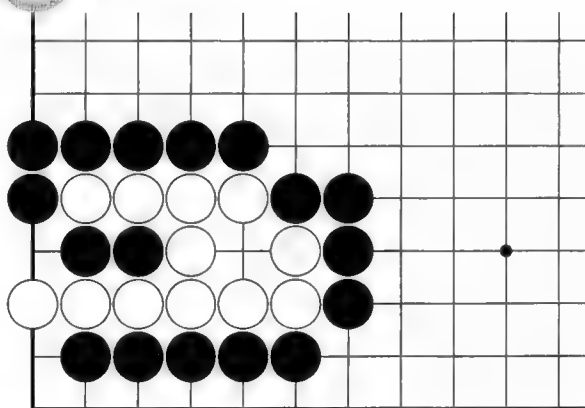
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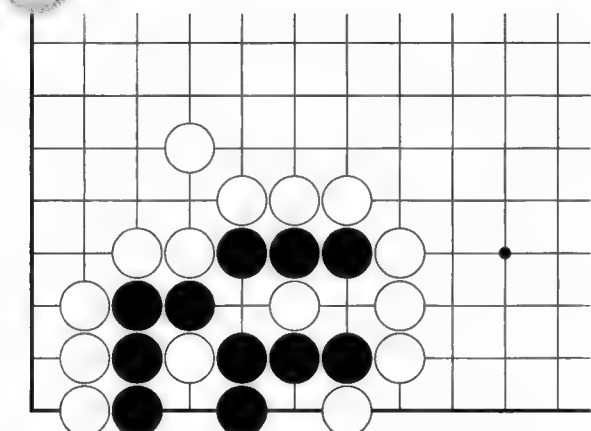
21



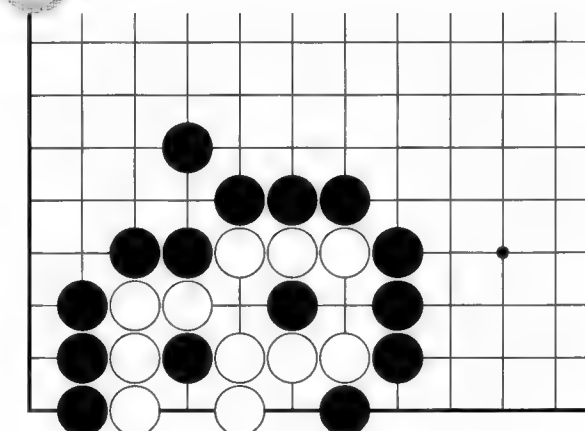
22



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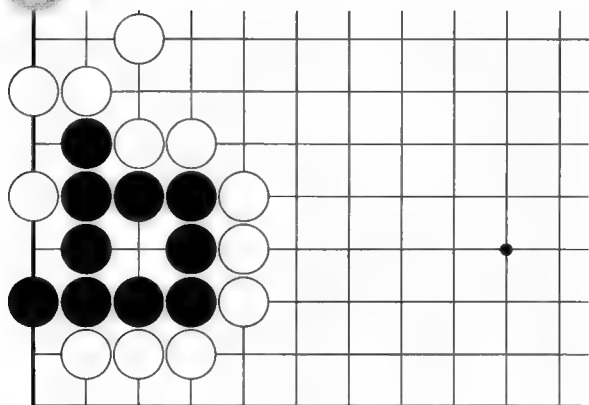
Capture or Save



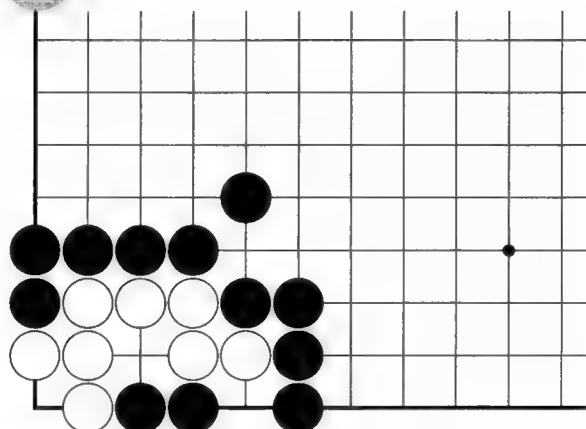
Thinking
power

Save Black or capture White.

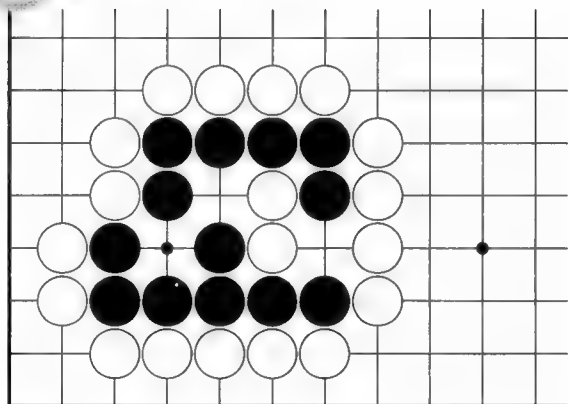
25



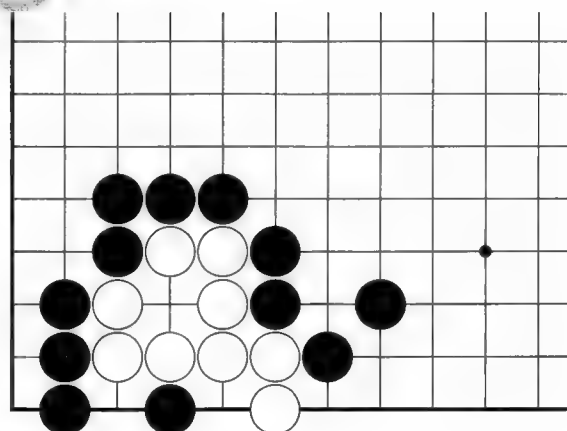
26



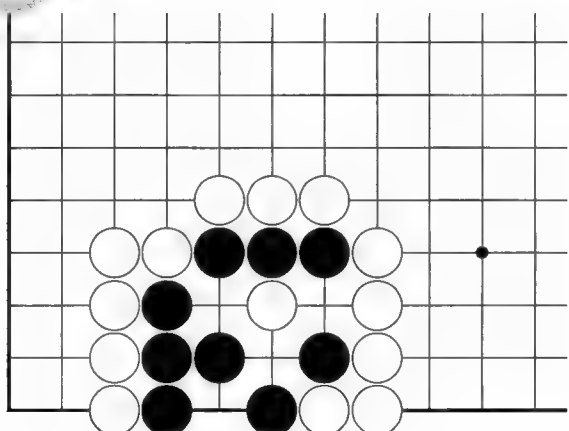
27



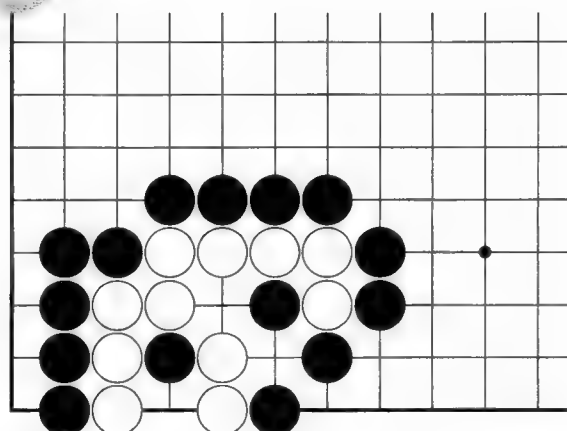
28



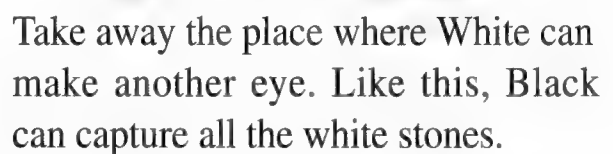
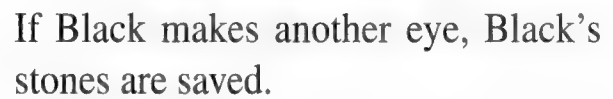
29



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14 Two Adjacent Points Die



14

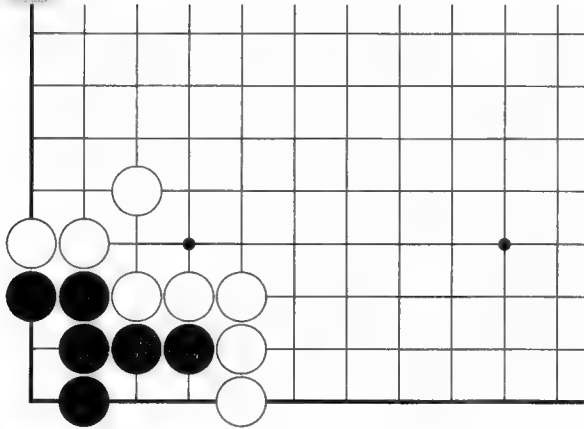
Two Adjacent Points Die



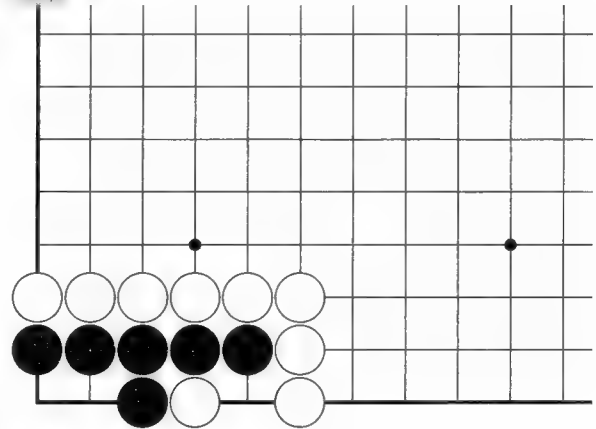
Thinking
power

Save Black.

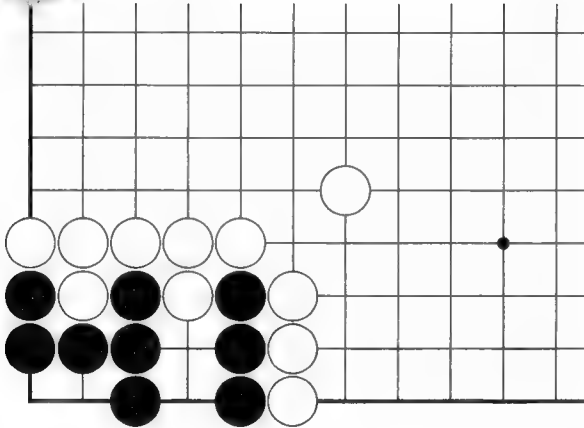
1



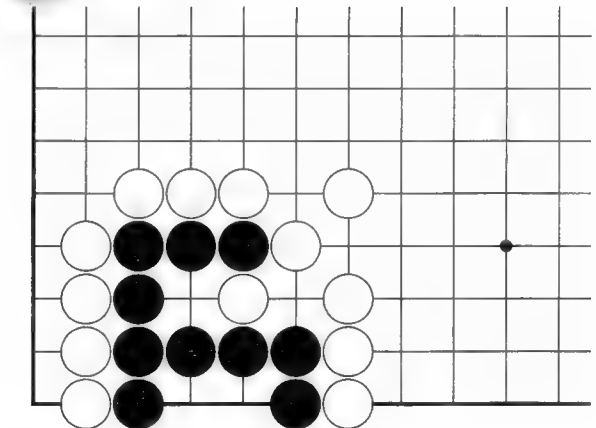
2



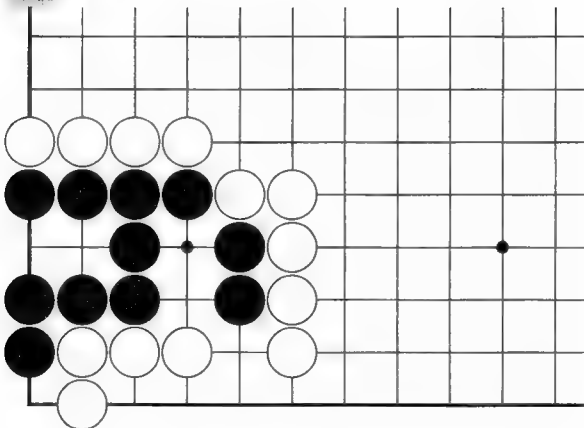
3



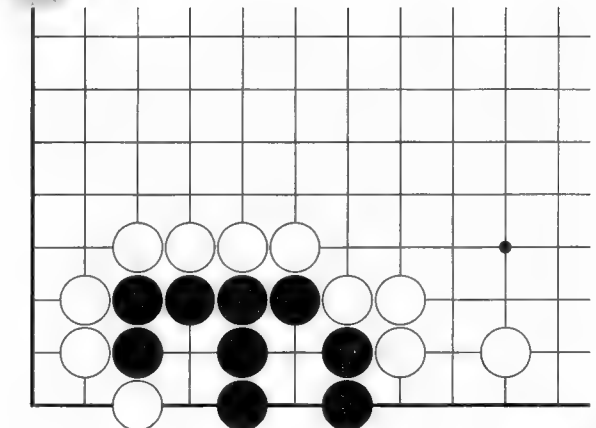
4



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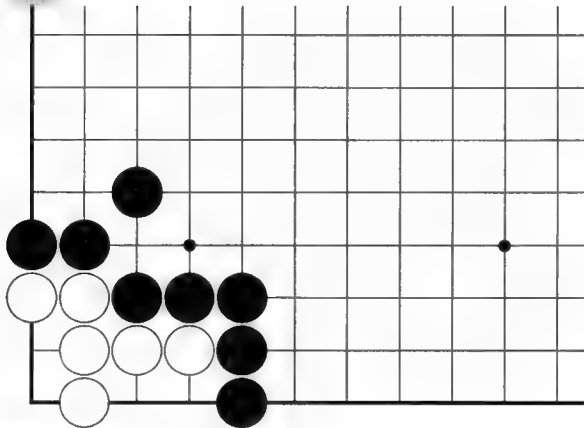
Two Adjacent Points Die



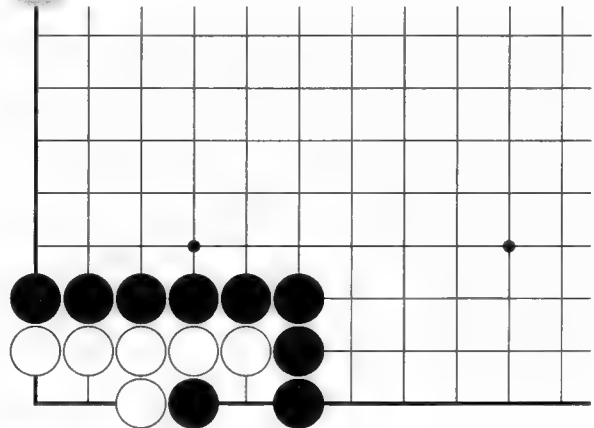
Thinking
power

Capture White.

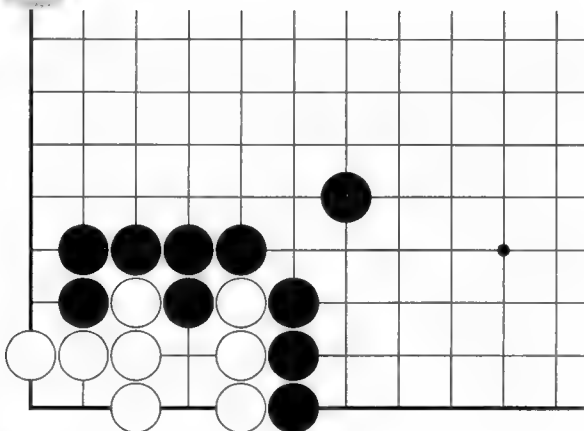
7



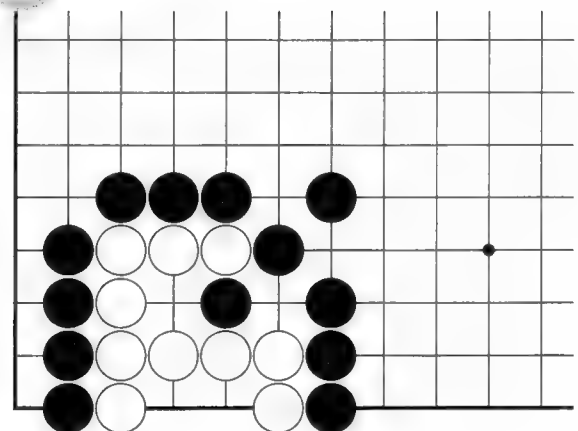
8



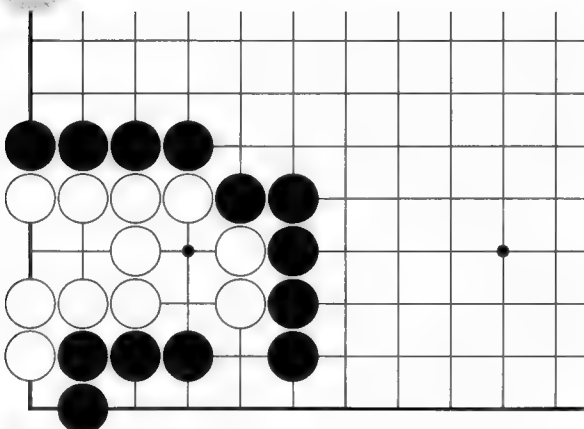
9



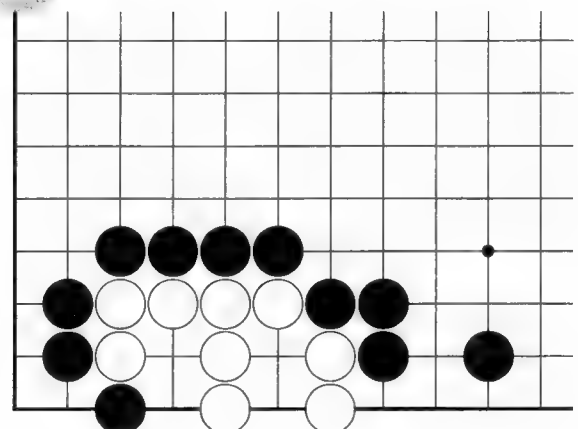
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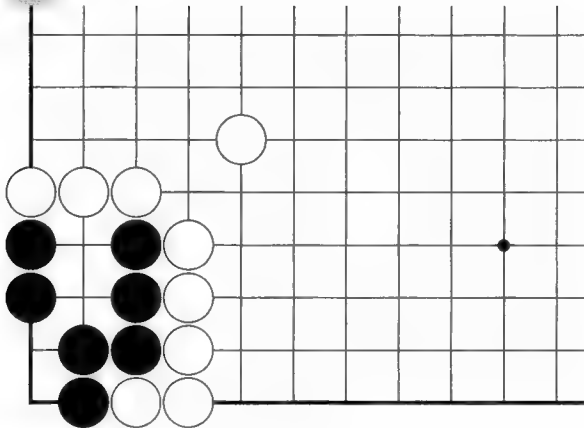
Two Adjacent Points Die



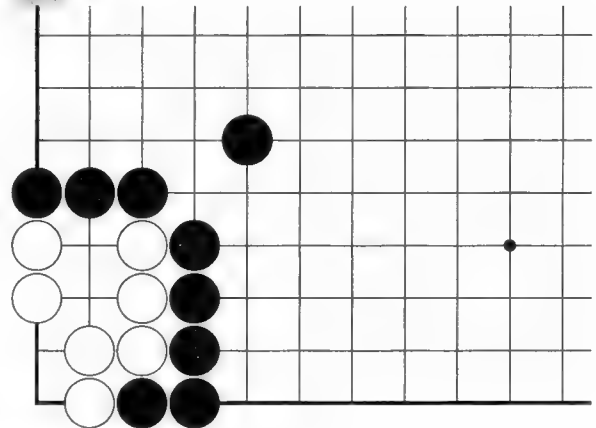
Thinking
power

Save Black or capture White.

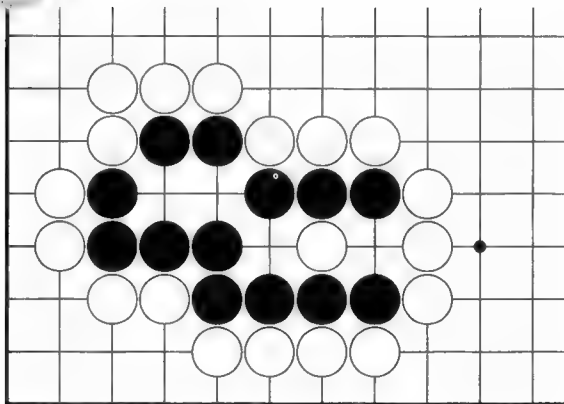
13



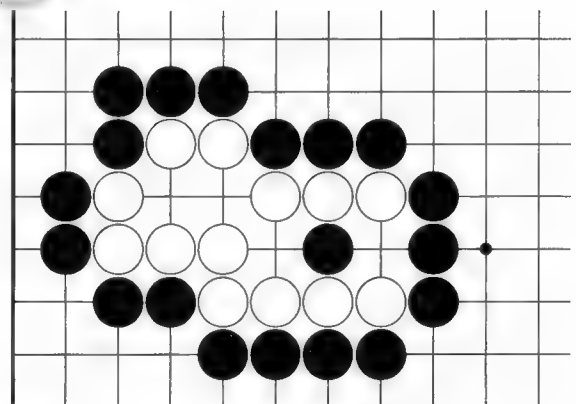
14



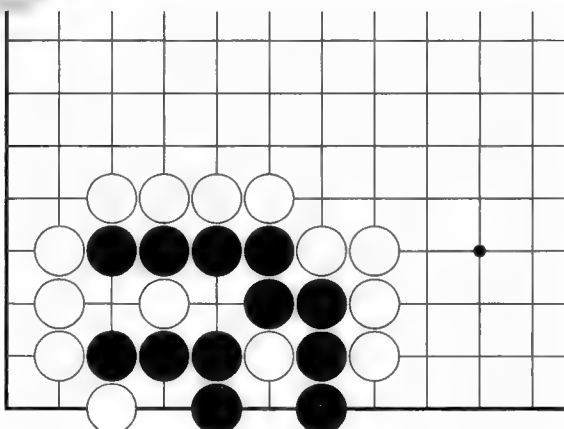
15



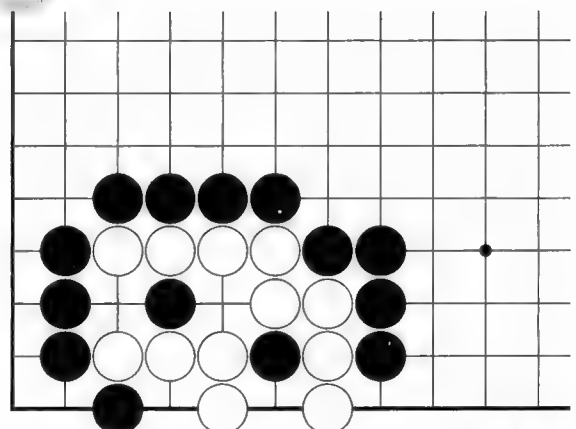
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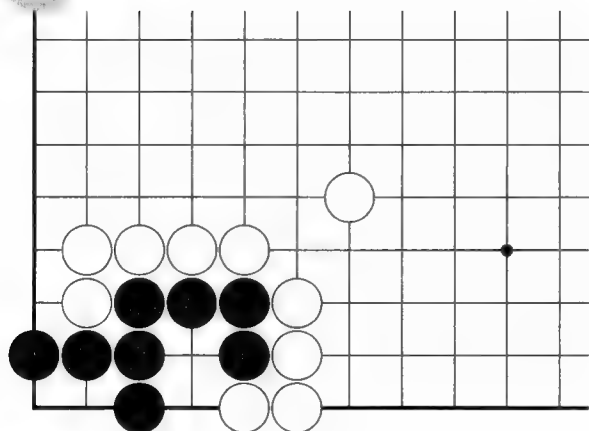
Two Adjacent Points Die



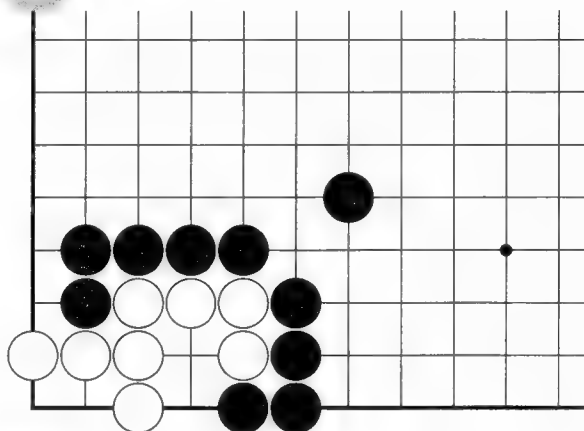
Thinking
power

Save Black or capture White.

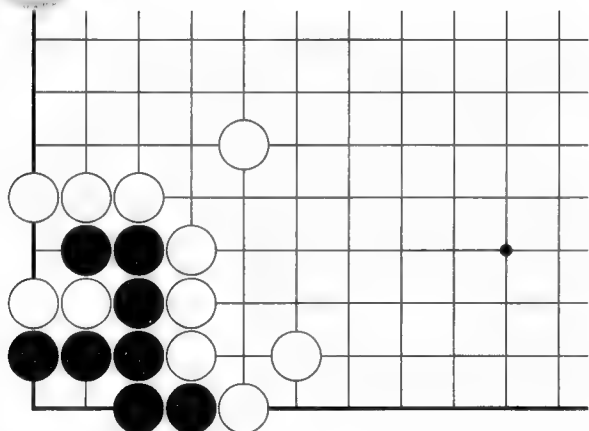
19



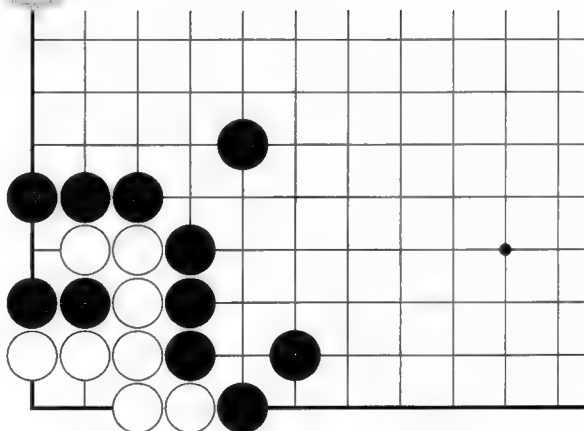
20



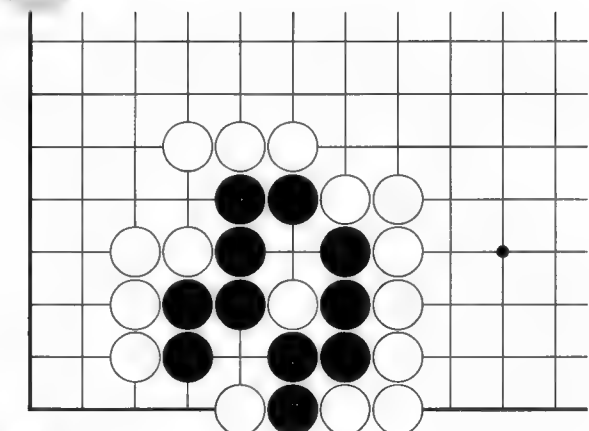
21



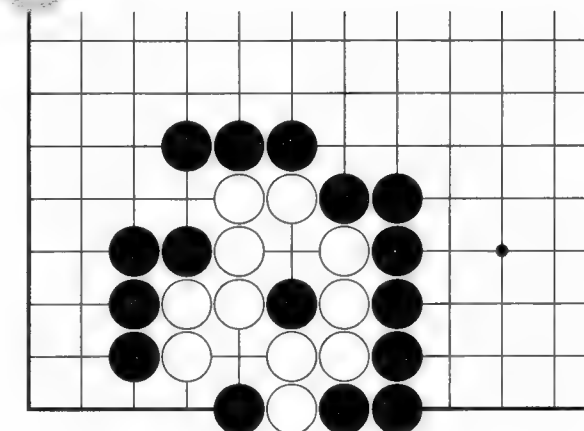
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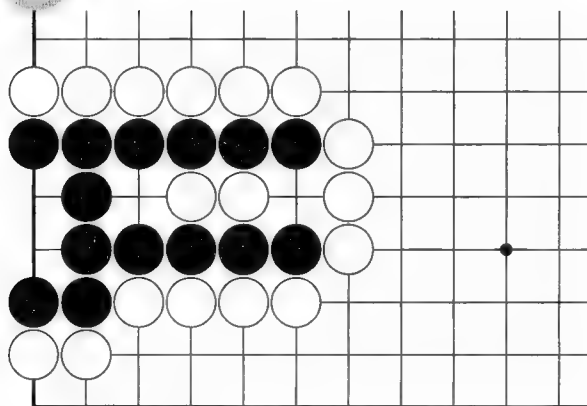
Two Adjacent Points Die



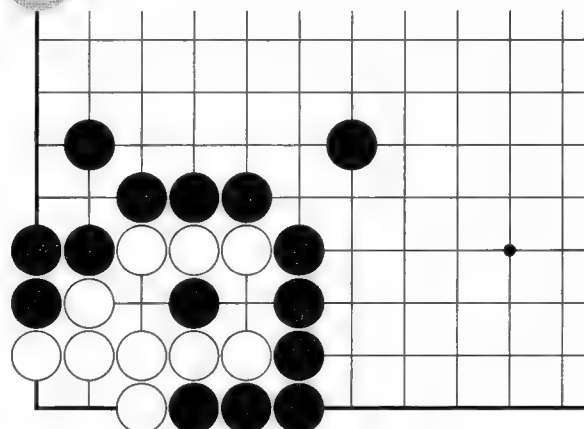
Thinking
power

Save Black or capture White.

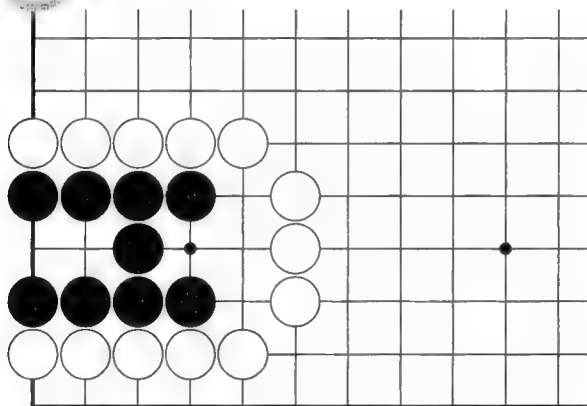
25



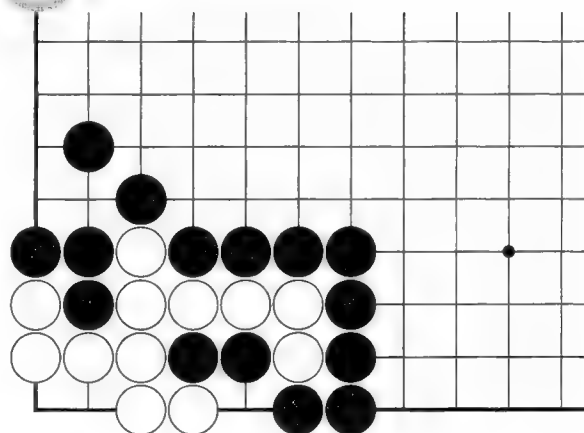
26



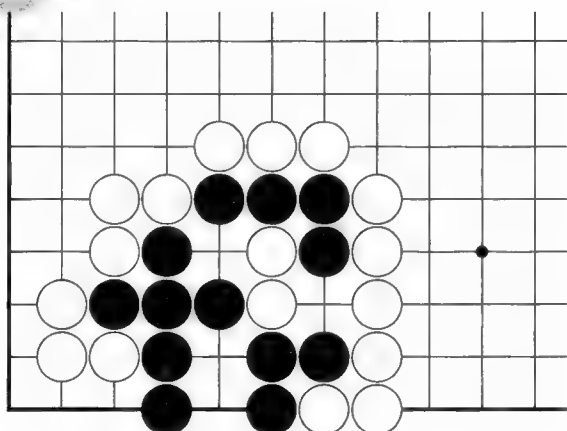
27



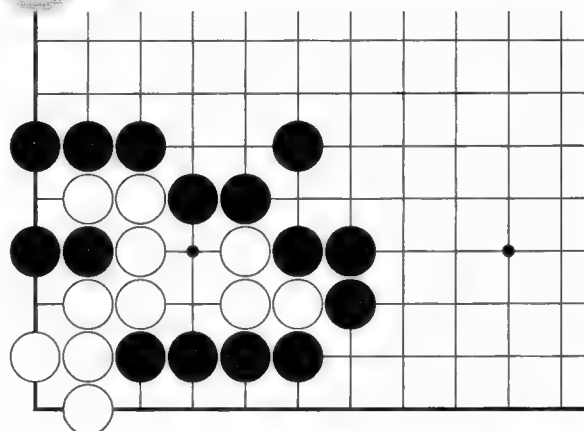
28



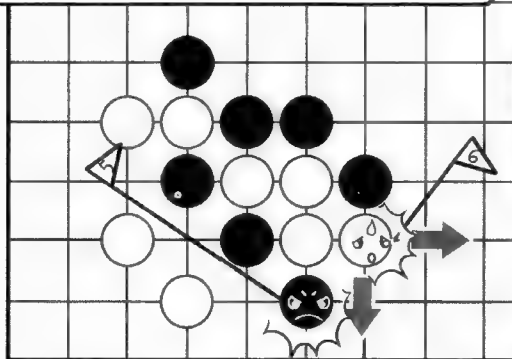
29



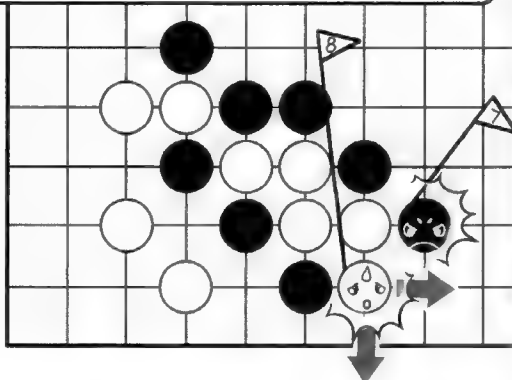
30



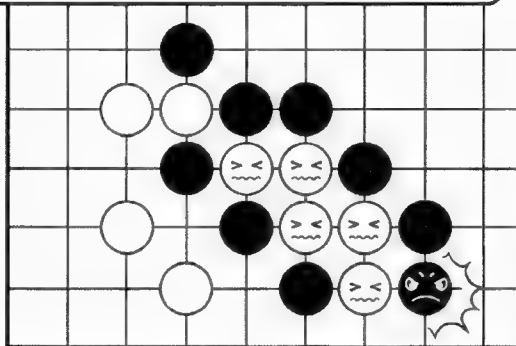
Play atari in the direction of giving only two liberties.



Play atari in the direction of giving only two liberties.



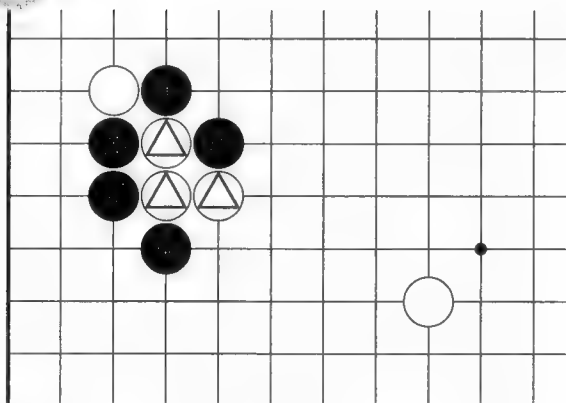
At the line of death the way is blocked, so White can't escape!



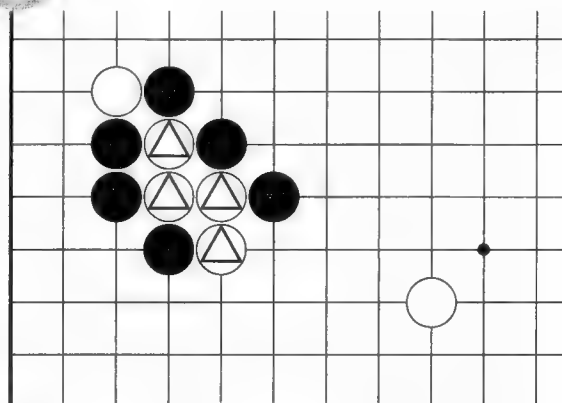


Capture the  stones.

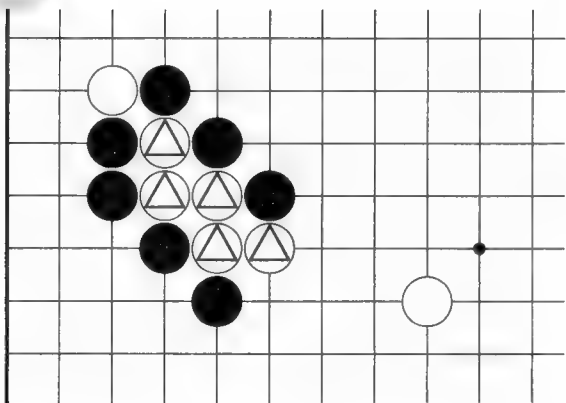
1



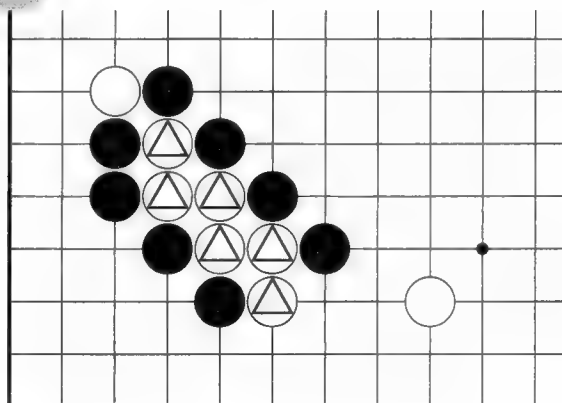
2



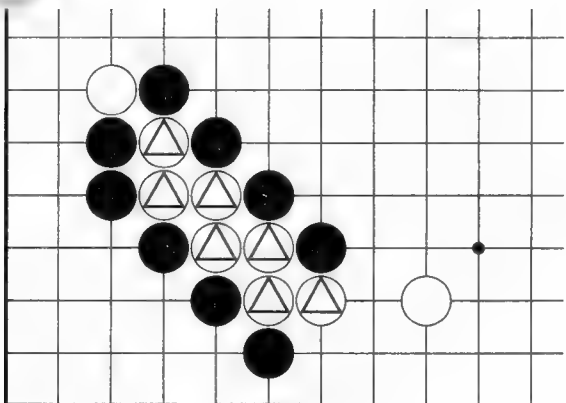
3



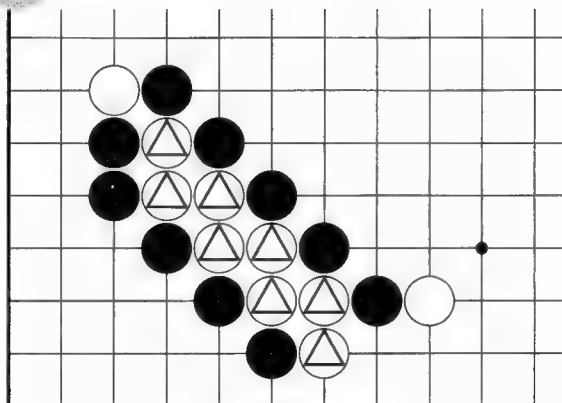
4



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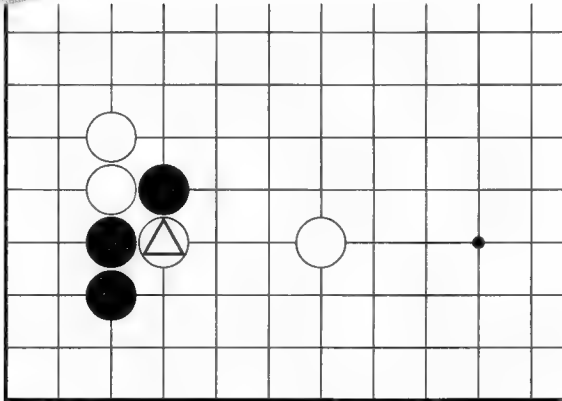
Ladder



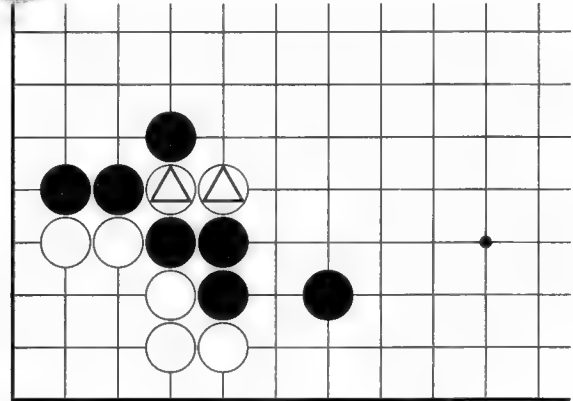
Spatial sense

Capture the  stones.

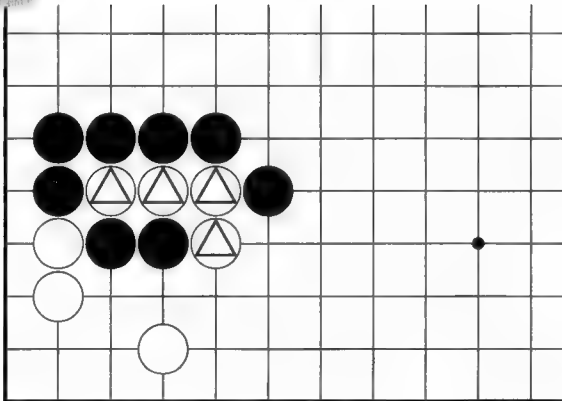
7



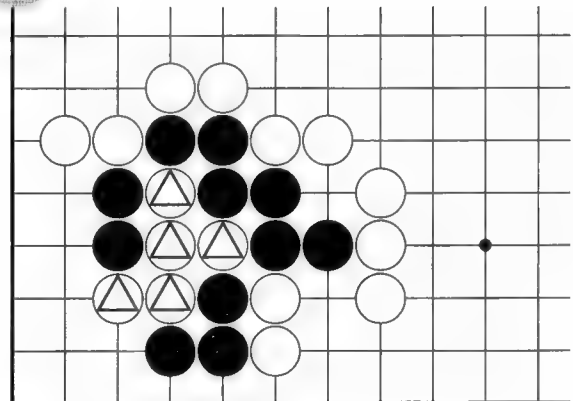
8



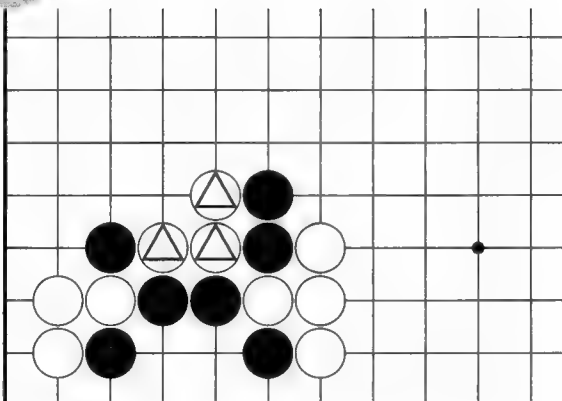
9



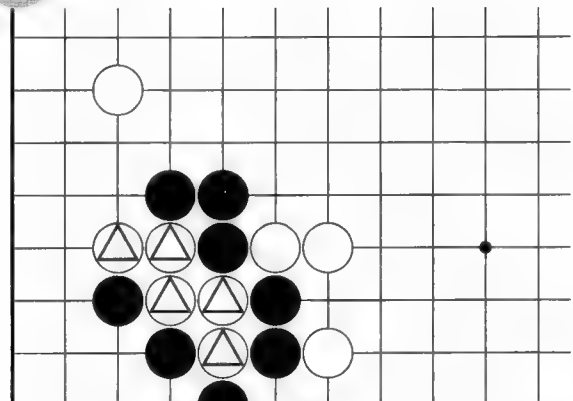
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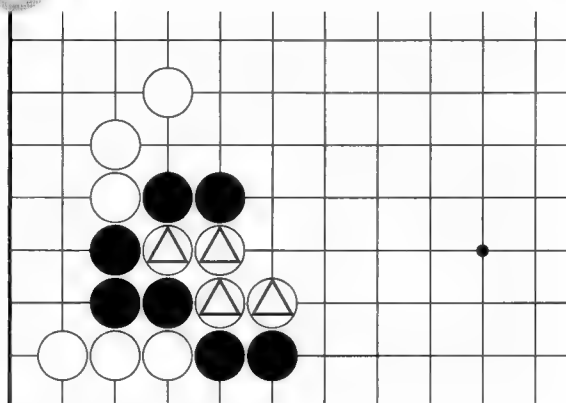
Ladder



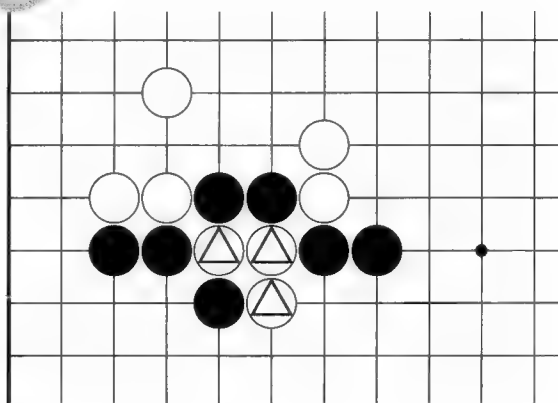
Spatial sense

Capture the  stones.

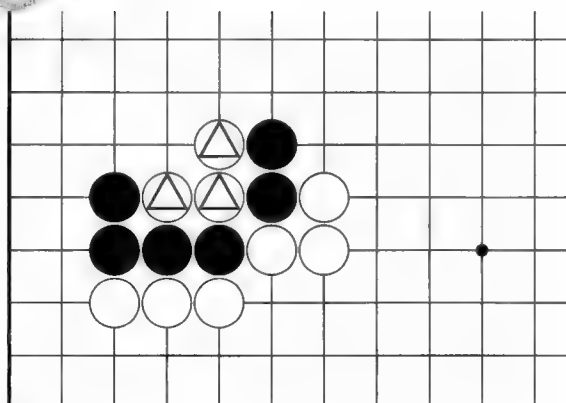
13



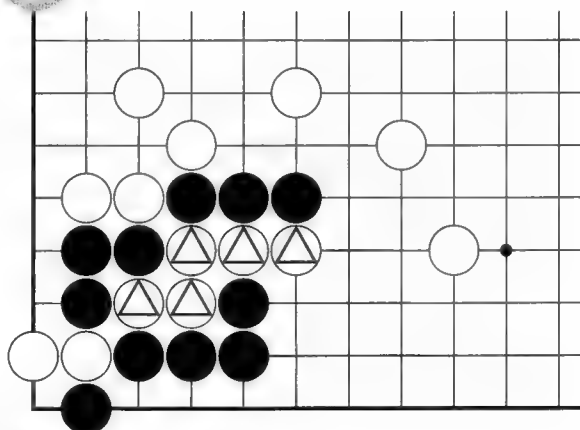
14



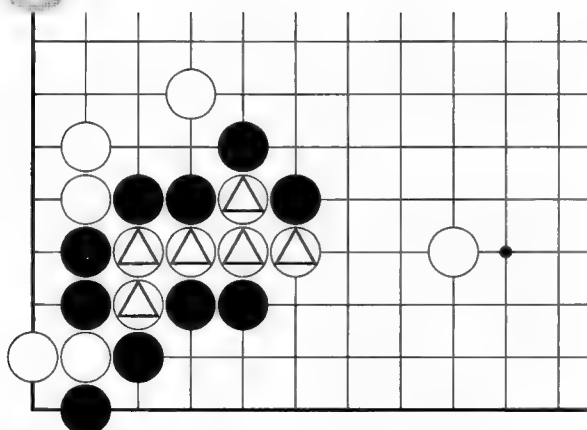
15



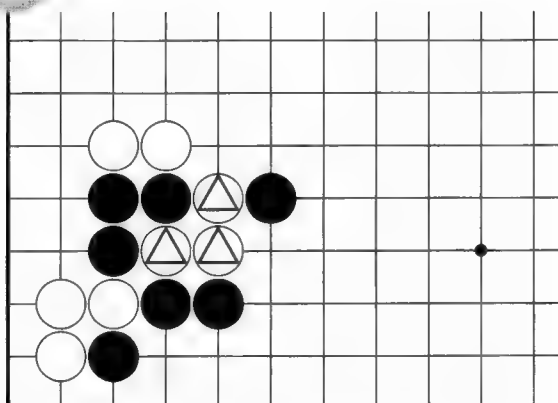
16



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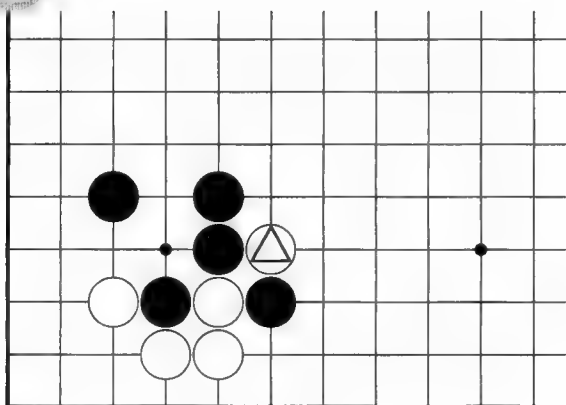
Ladder



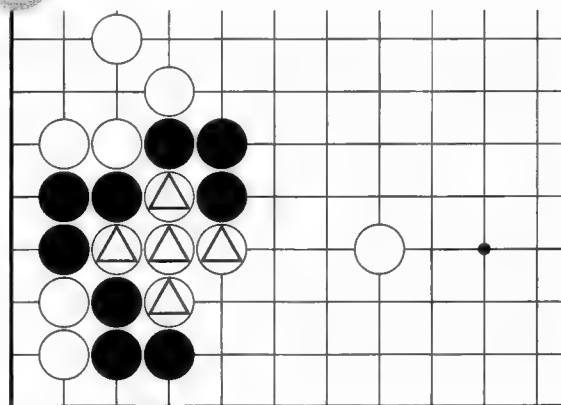
Spatial sense

Capture the  stones.

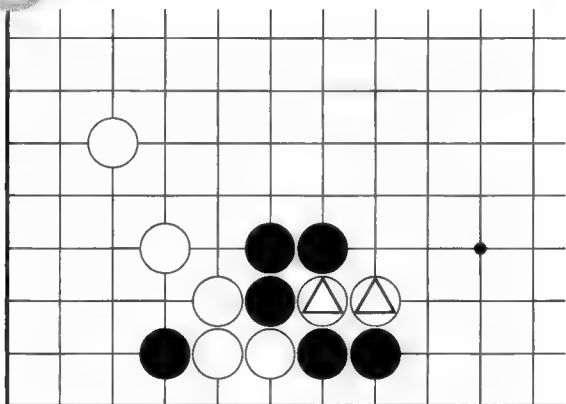
19



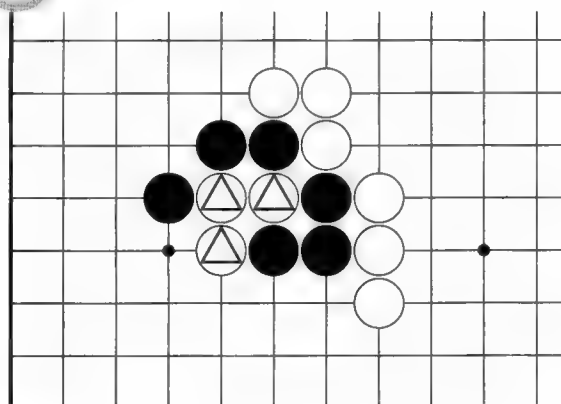
20



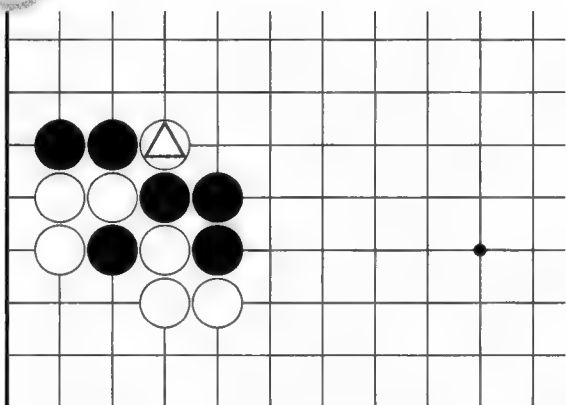
21



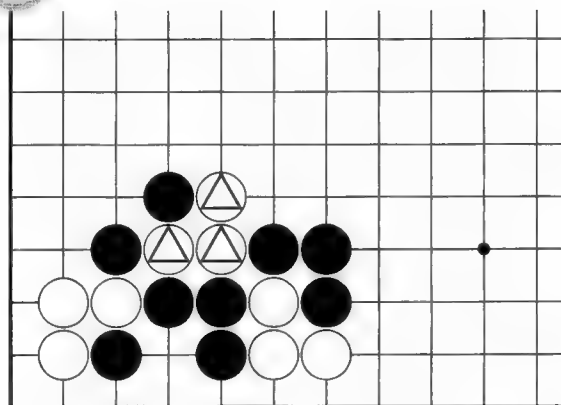
22



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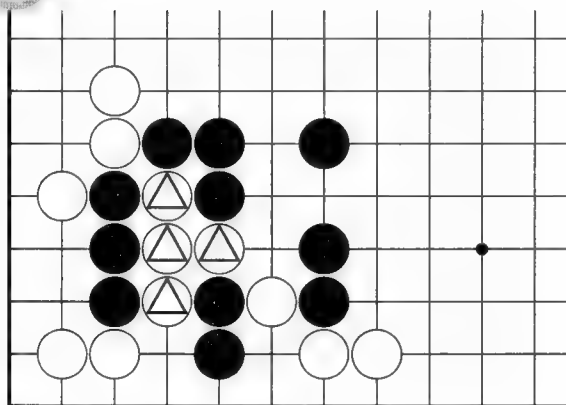
Where to Atari (Dansu)



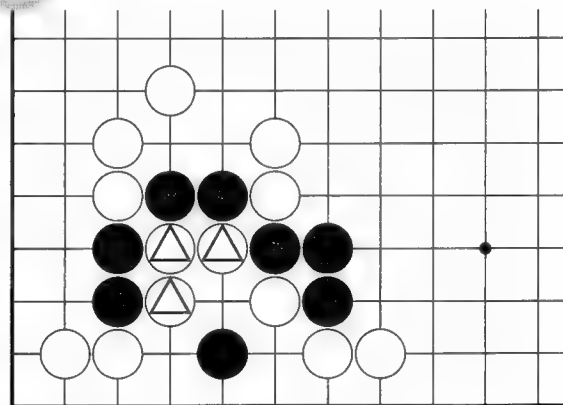
Thinking
power

Capture the  stones.

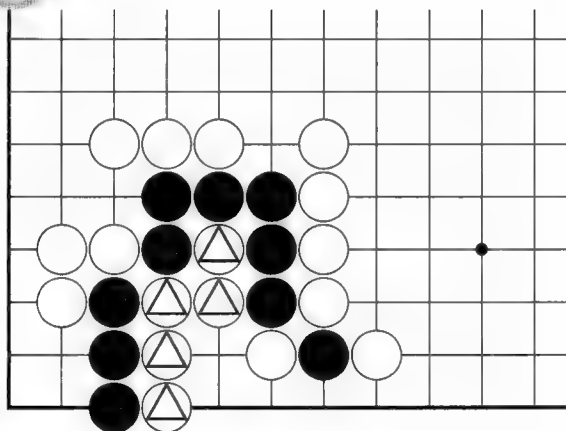
1



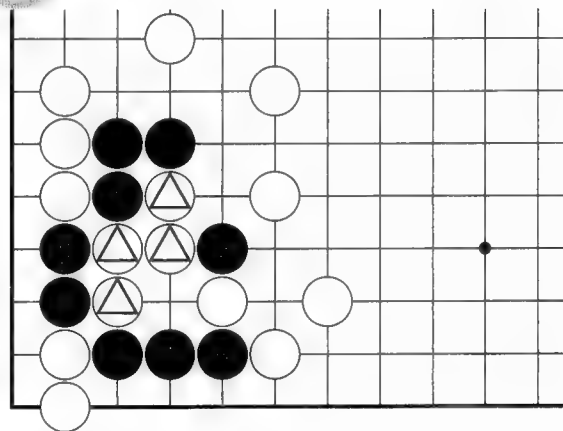
2



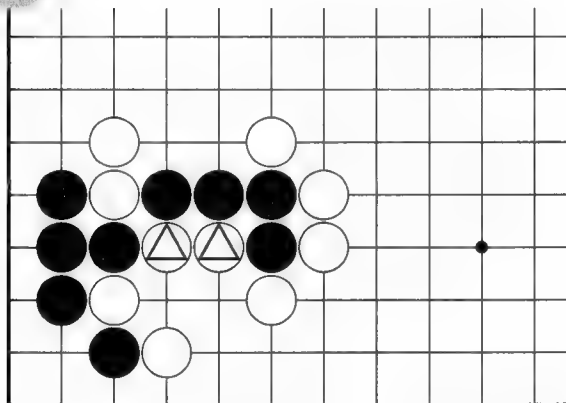
3



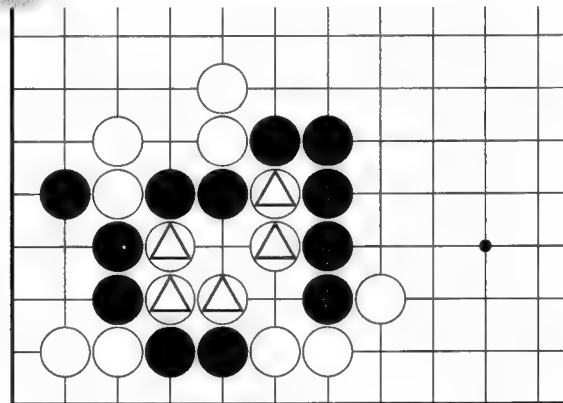
4



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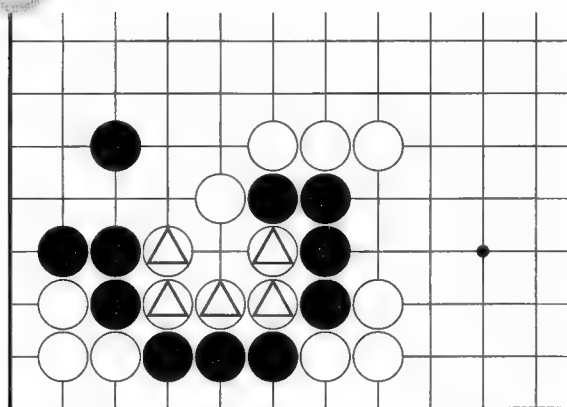
Where to Atari (Dansu)



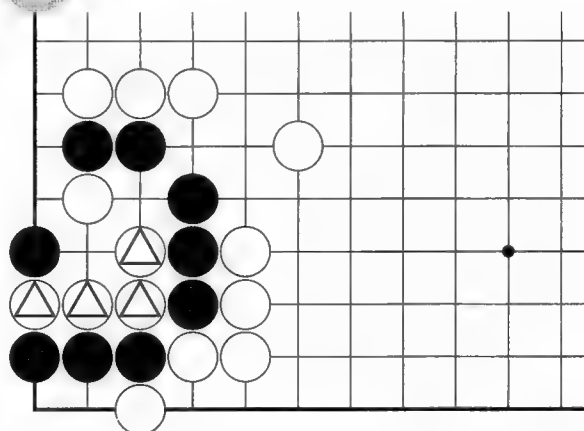
Thinking
power

Capture the  stones.

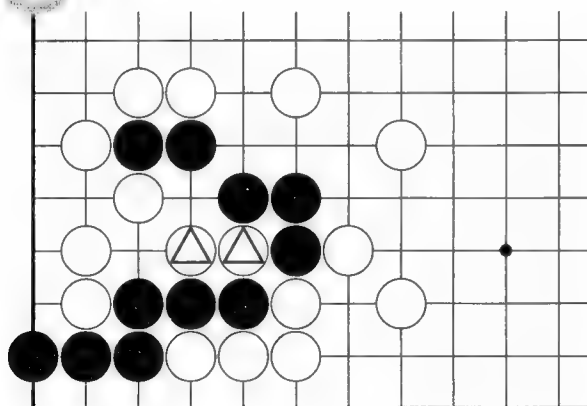
7



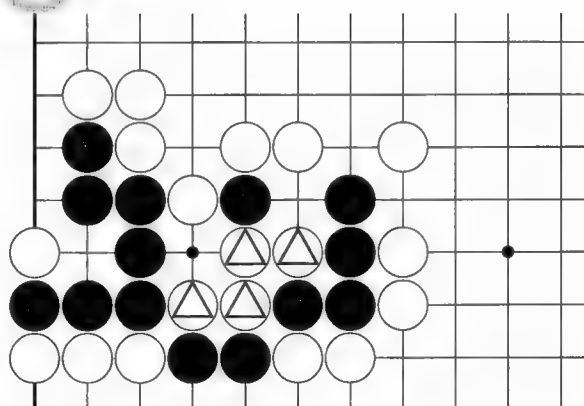
8



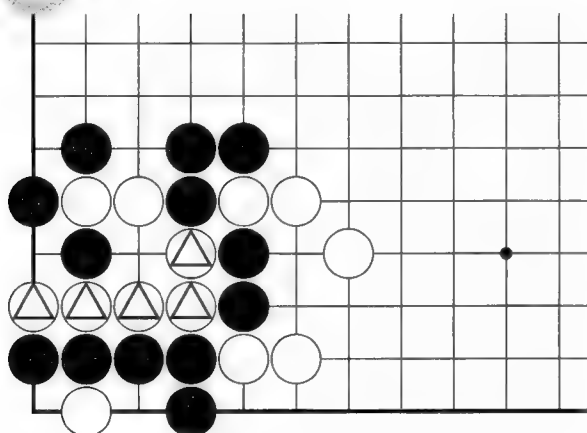
9



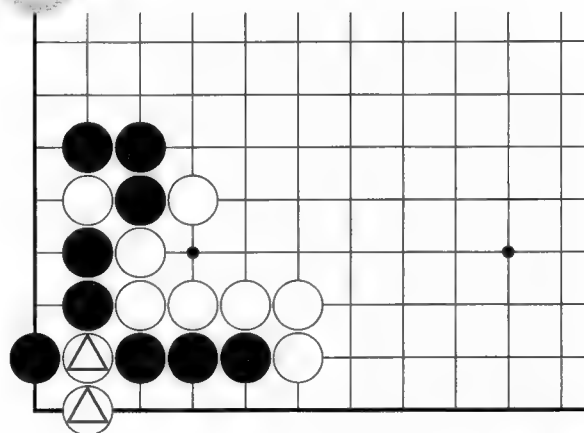
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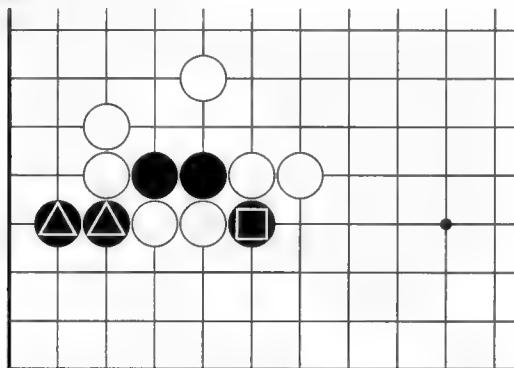


16

Ladder from Weak Stones



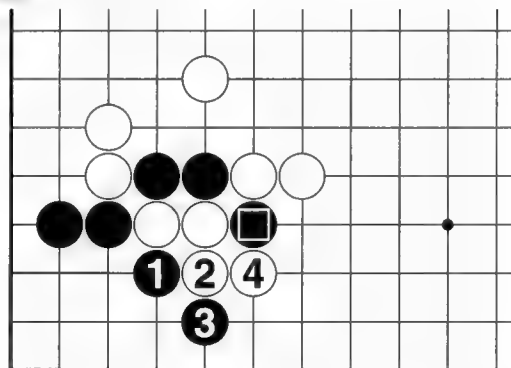
Situation



The stones have 4, has only 2 liberties. In which direction shall Black drive?



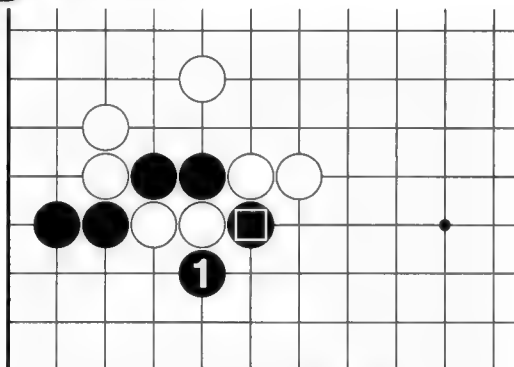
Failure



If Black drives towards his weak stones, Black cannot capture White.



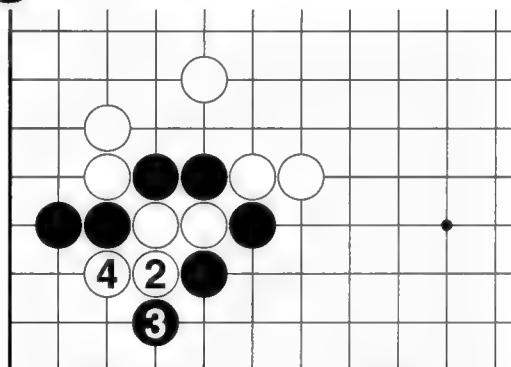
Success 1



Black should drive FROM his weak stone!



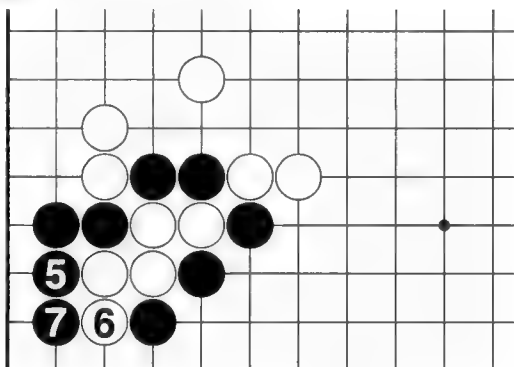
Success 2



Drive like this to allow White only 2 liberties.



Success 3



On the line of death White cannot escape.

[Quiz]

Monk: If I want to capture in a ladder, from where shall I drive?

Kiring: Um... This is really difficult.

Topia: ()

- 1) You should drive from the south!
- 2) You should drive from the weak stones!

16

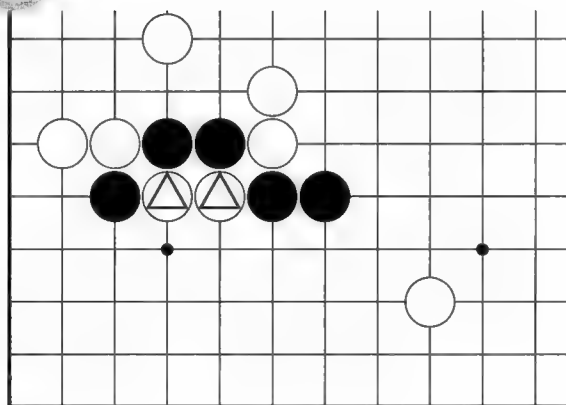
Ladder from Weak Stones



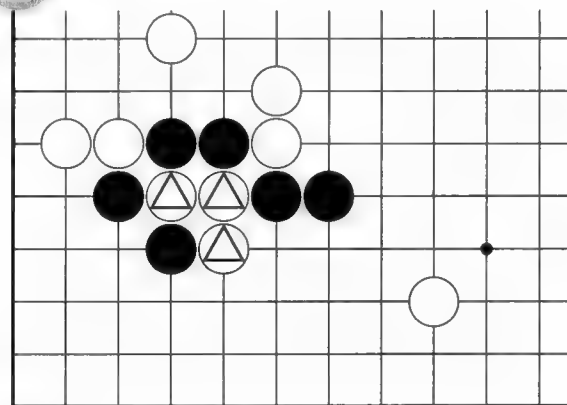
Spatial sense

Capture the  stones.

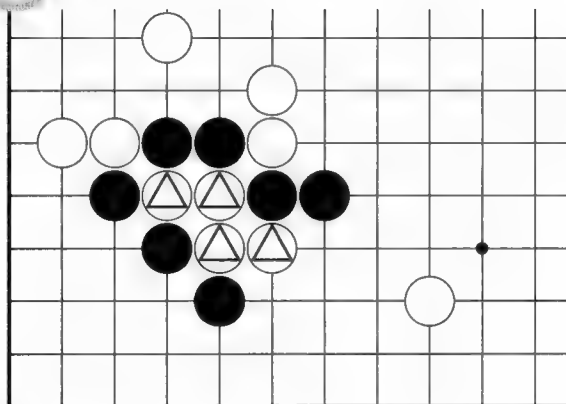
1



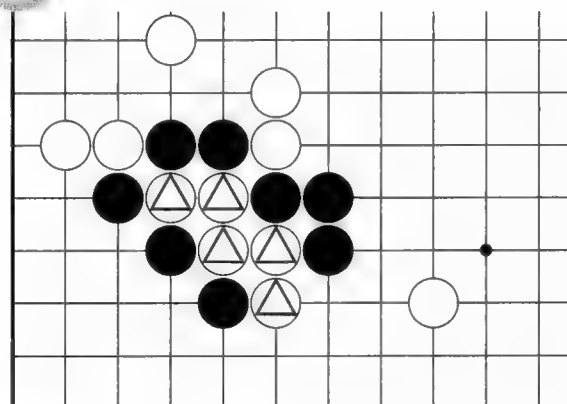
2



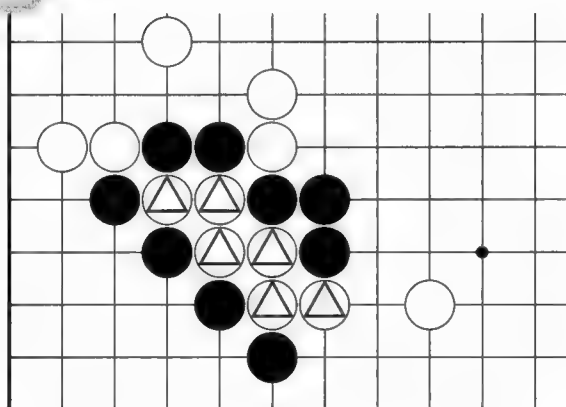
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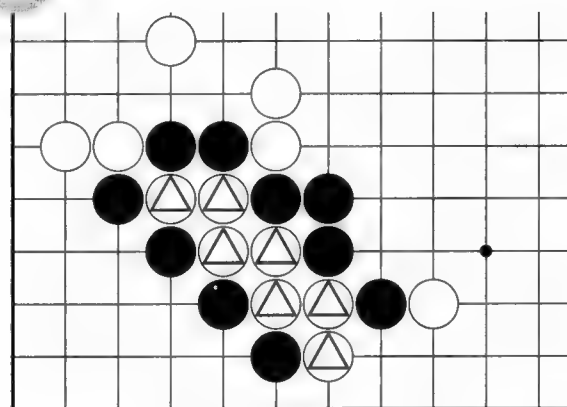
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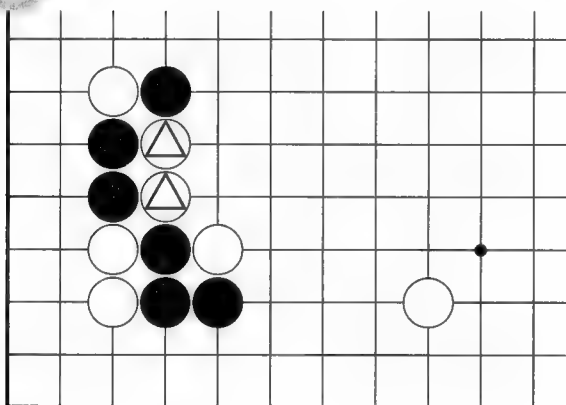
Ladder from Weak Stones



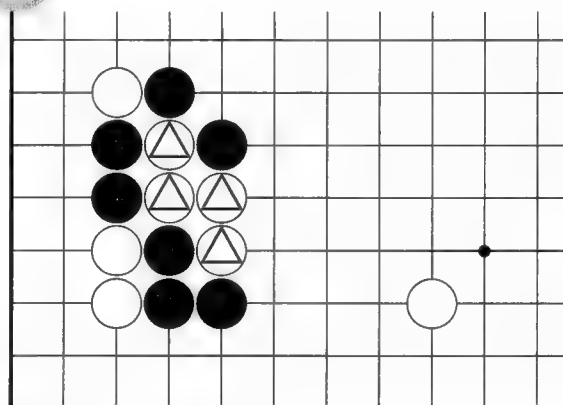
Spatial sense

Capture the  stones.

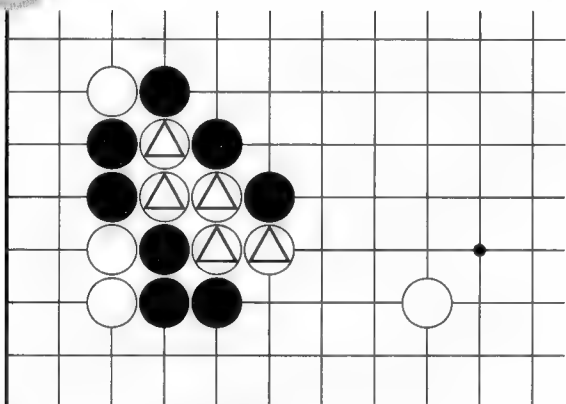
7



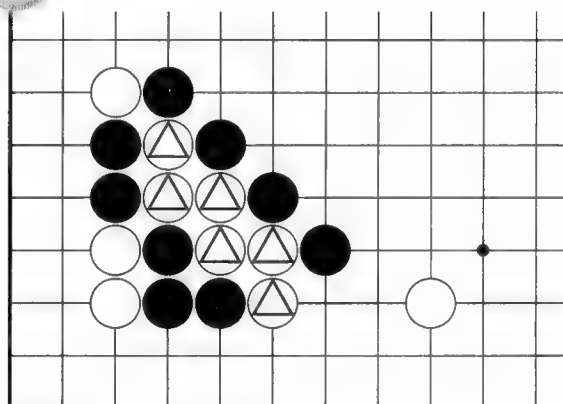
8



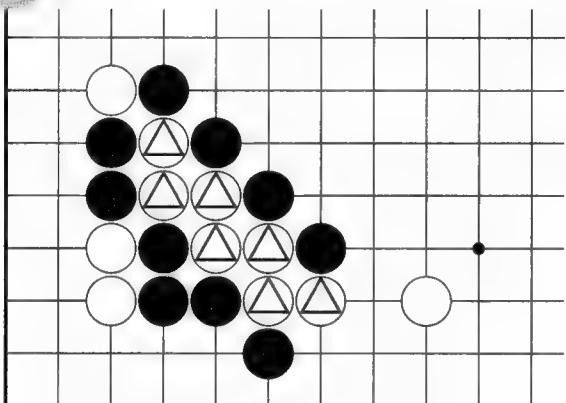
9



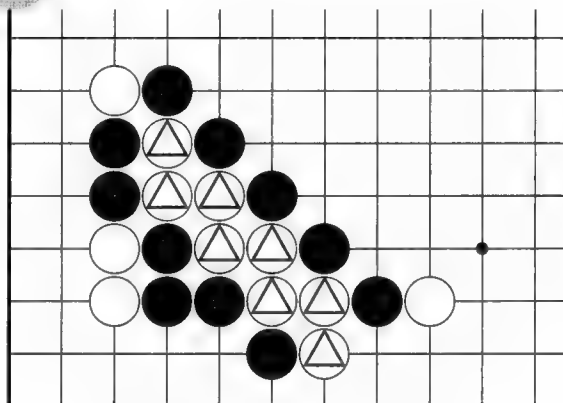
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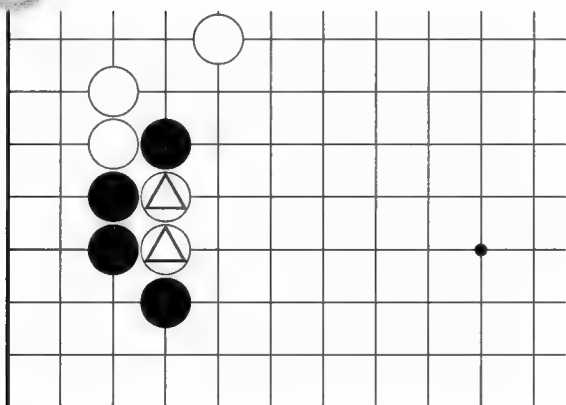
Ladder from Weak Stones



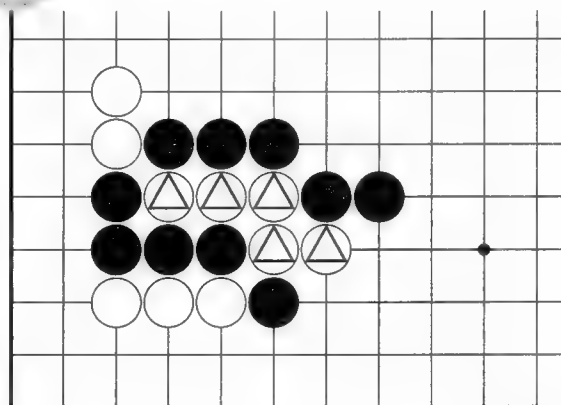
Spatial sense

Capture the  stones.

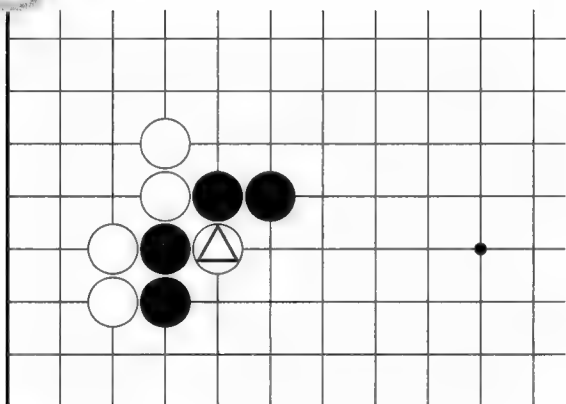
13



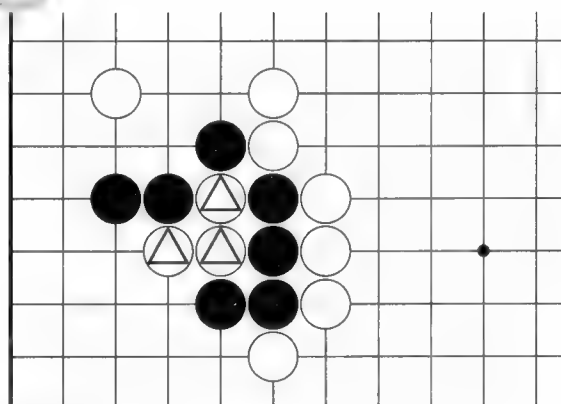
14



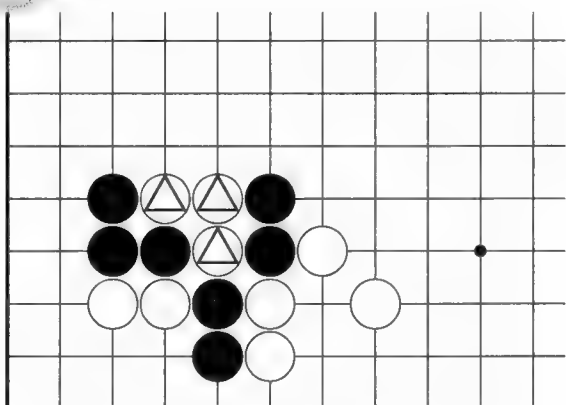
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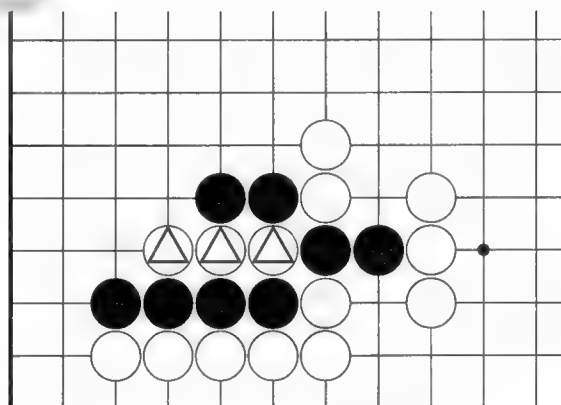
16



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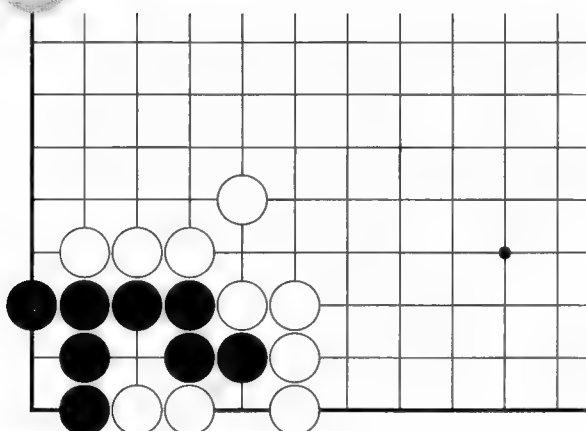
Life & Death (Review)



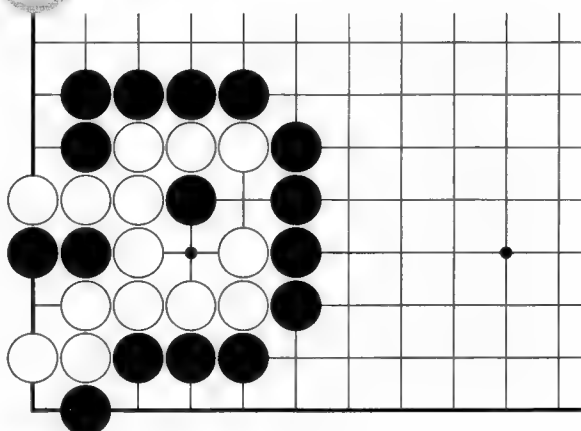
Thinking
power

Save Black or capture White.

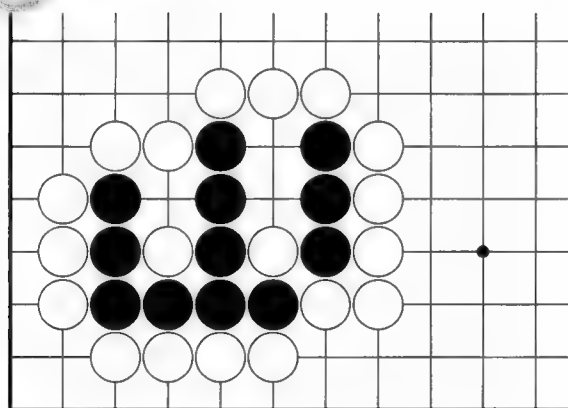
1



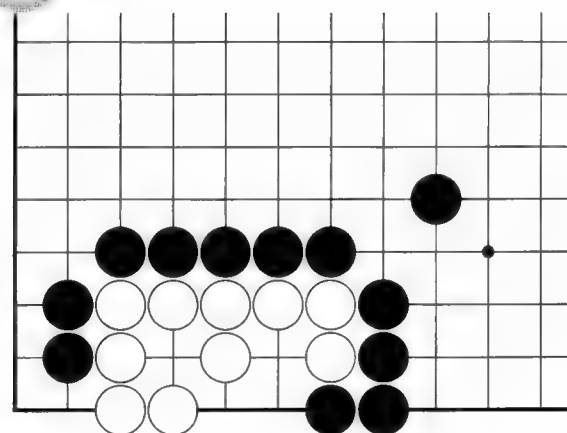
2



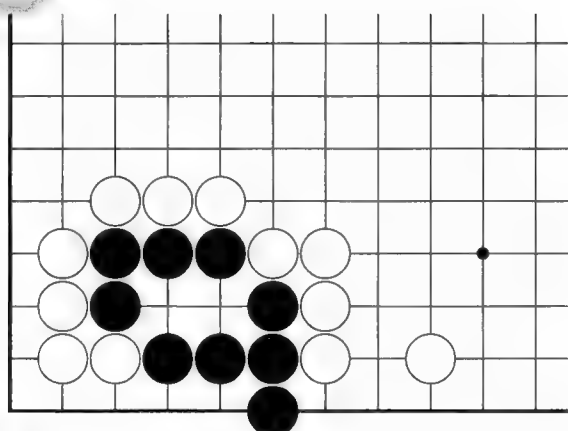
3



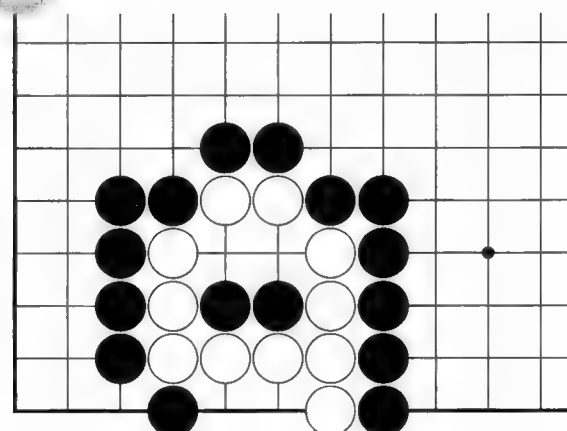
4



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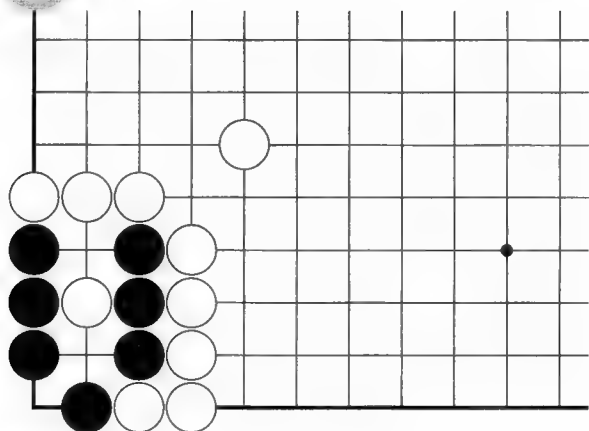
Life & Death (Review)



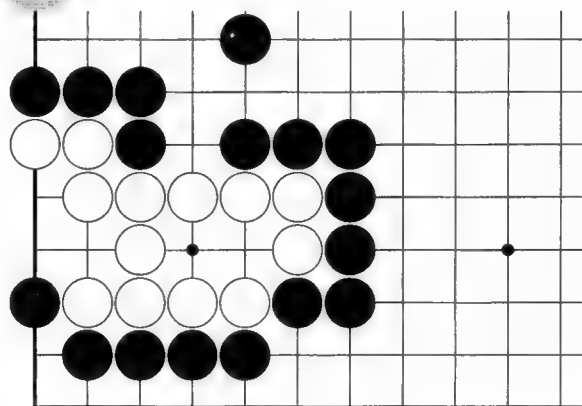
Thinking
power

Save Black or capture White.

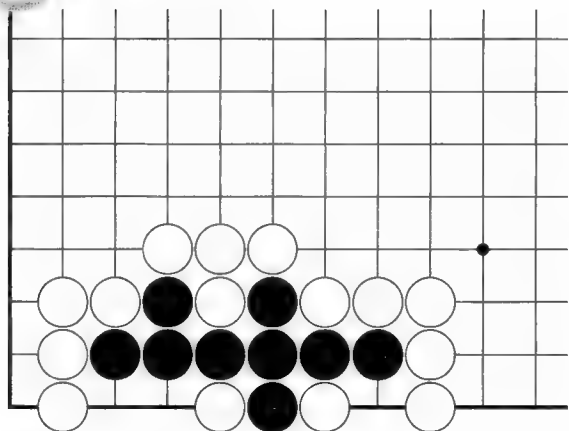
7



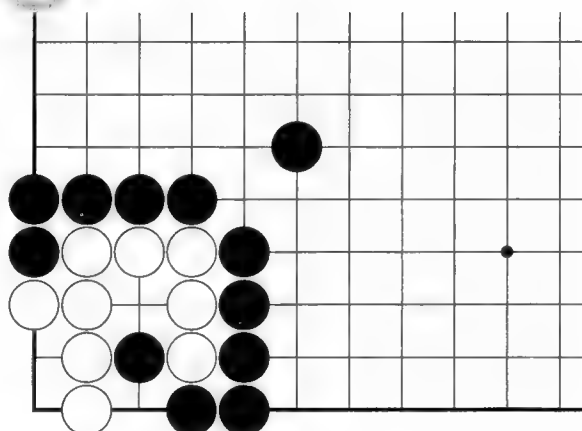
8



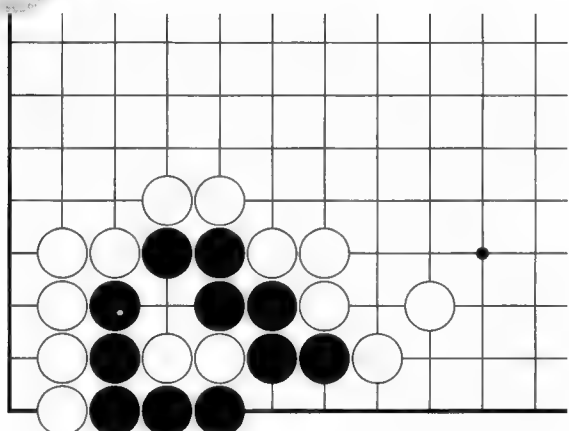
9



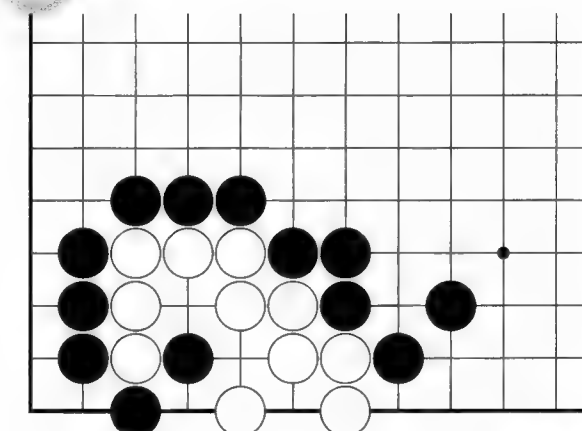
10



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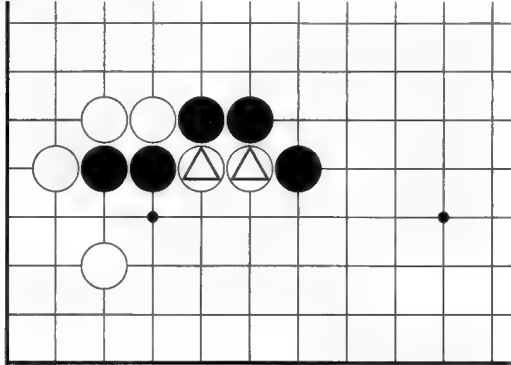
12



Ladder Breaker



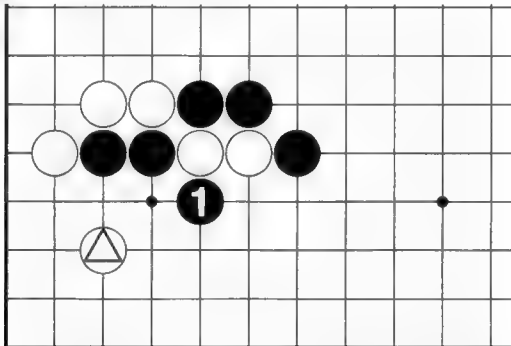
Situation




Black to capture the stones.



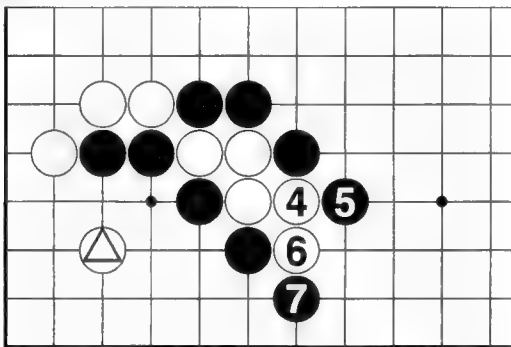
Success 1



Black should avoid driving towards a ladder breaker .



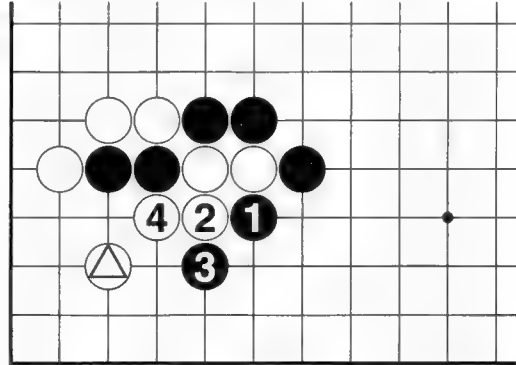
Success 3



Continue driving the ladder.



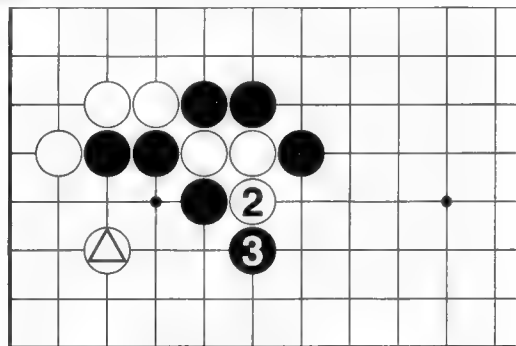
Failure



Don't drive the white stones towards a ladder breaker \triangle .



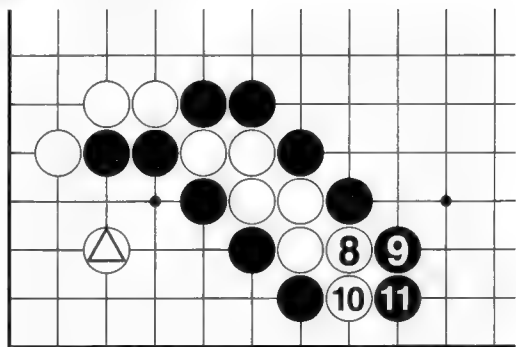
Success 2



Like this, the ladder works.



Success 4




Blocked at the dead line, White cannot escape.

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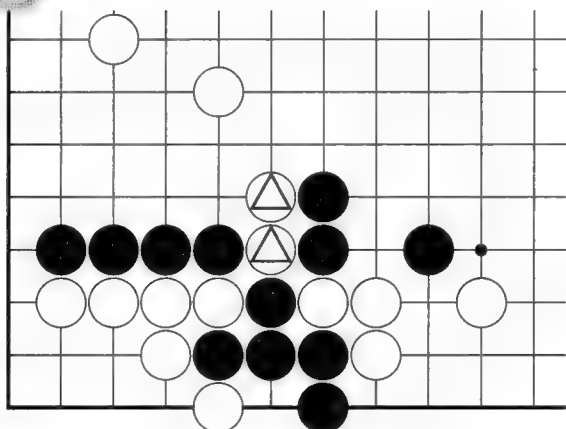
Ladder Breaker



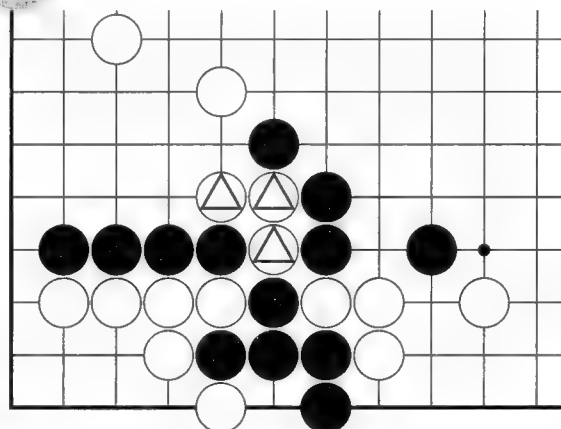
Spatial sense

Capture the  stones.

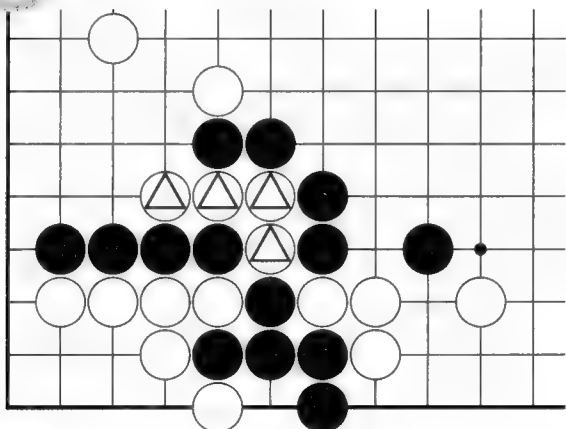
1



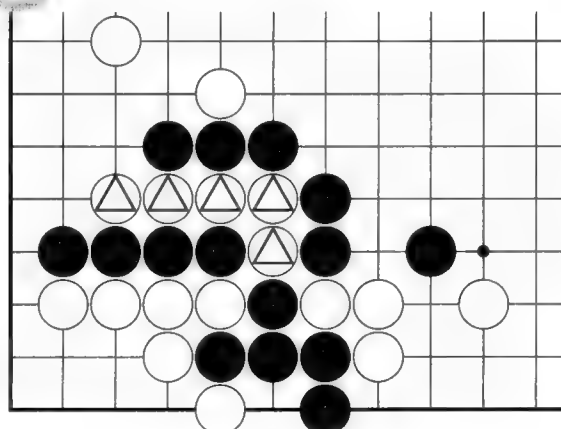
2



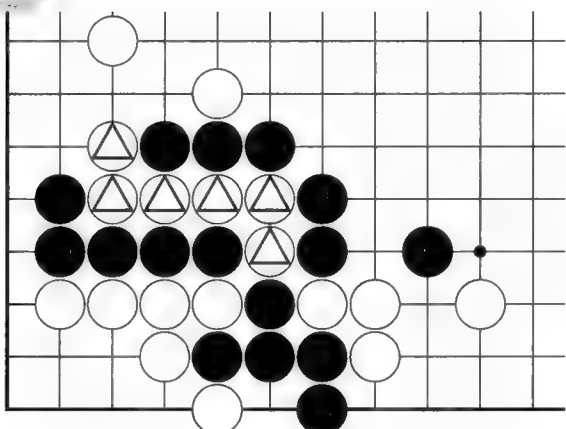
3



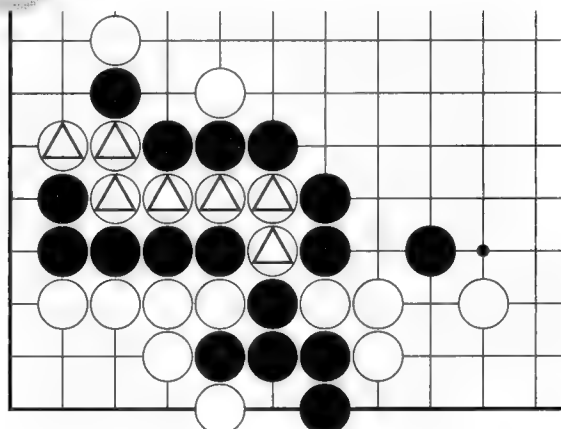
4



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Ladder Breaker




Spatial sense

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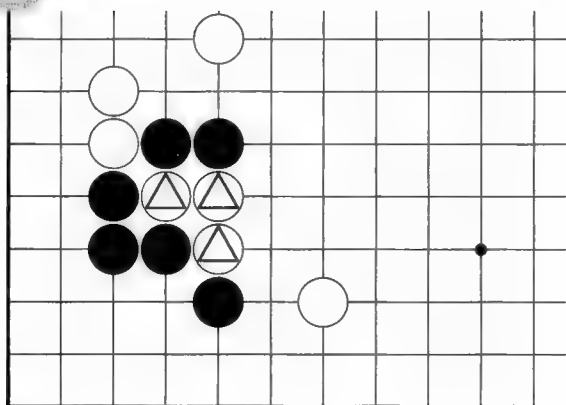
Ladder Breaker



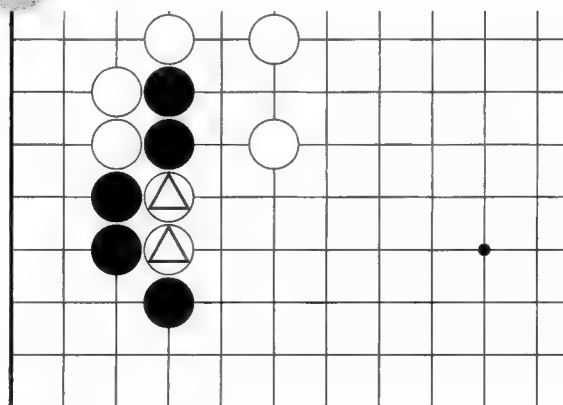
Spatial sense

Capture the  stones.

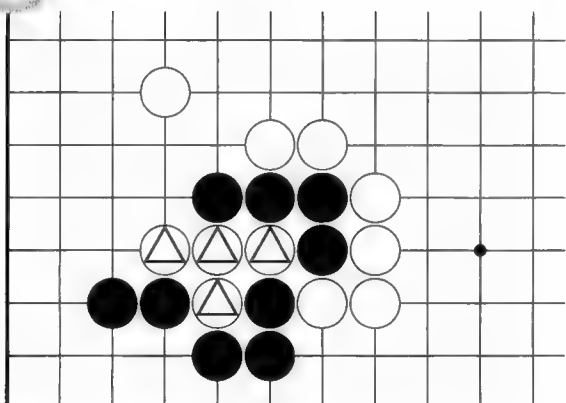
13



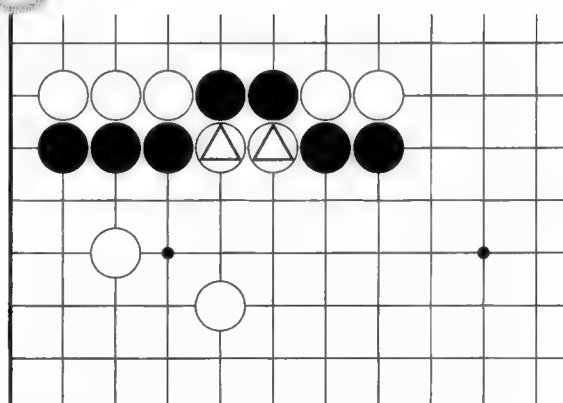
14



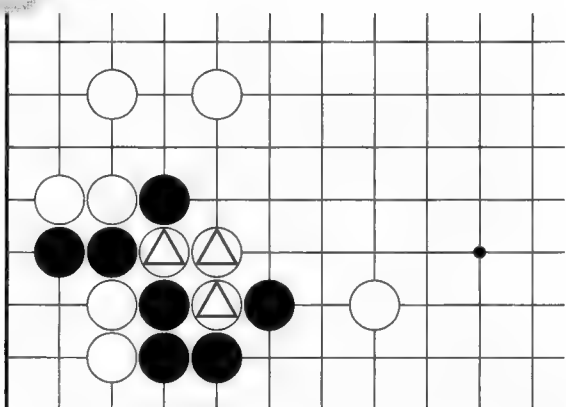
15



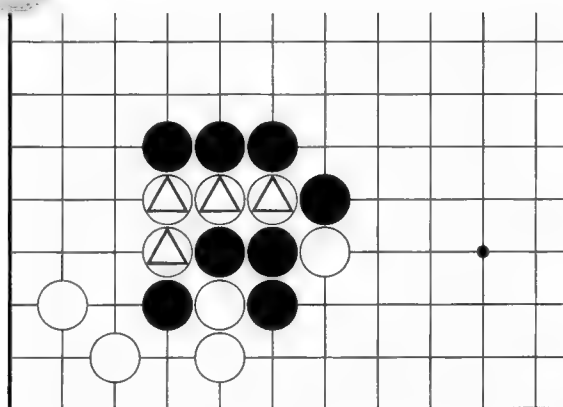
16



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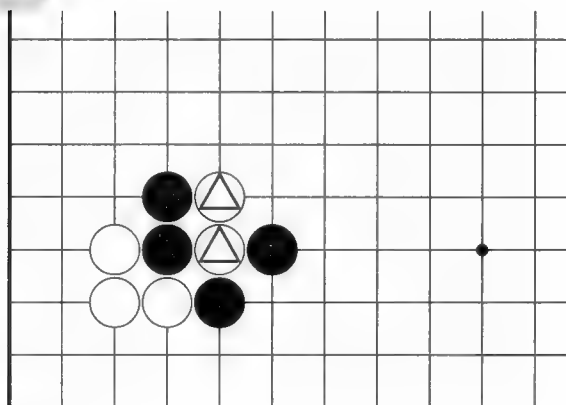
Ladder (Review)



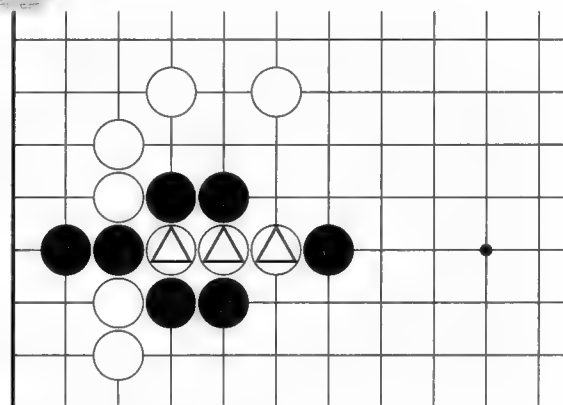
Spatial sense

Capture the  stones.

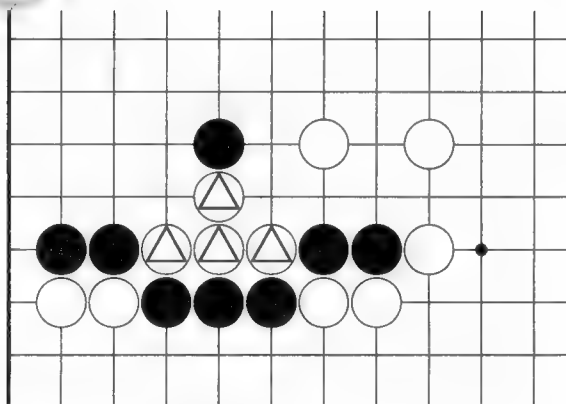
1



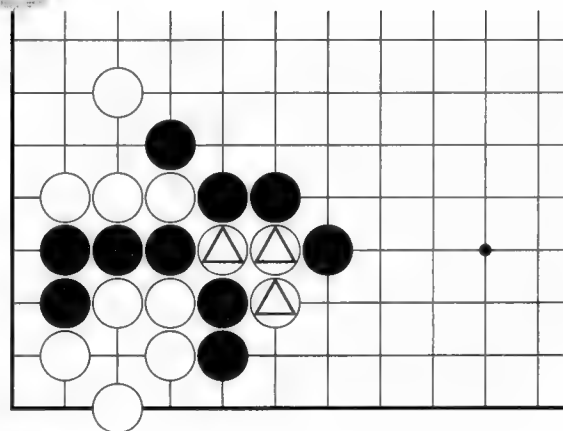
2



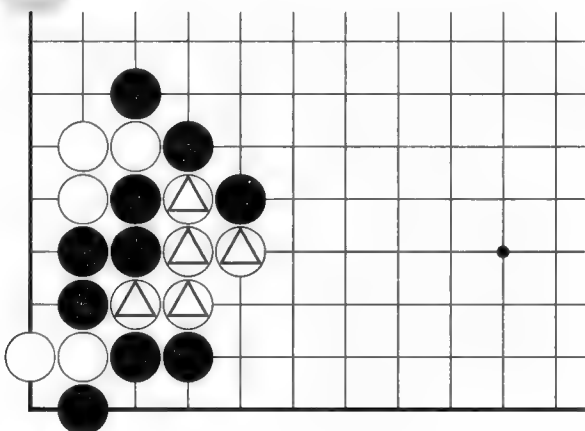
3



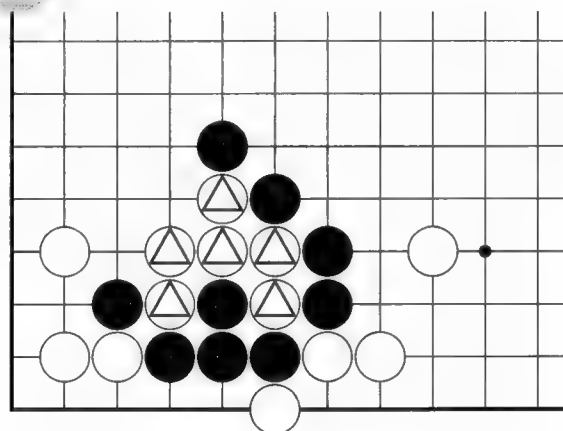
4



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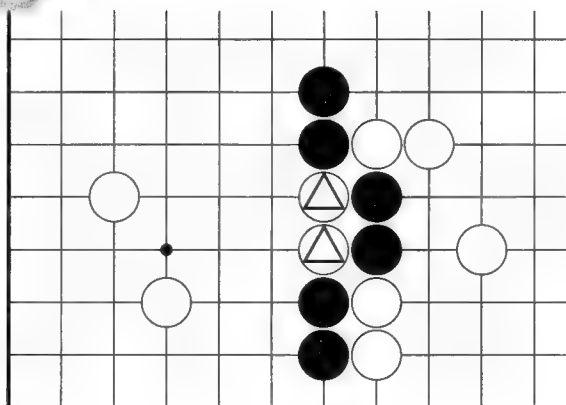
Ladder (Review)



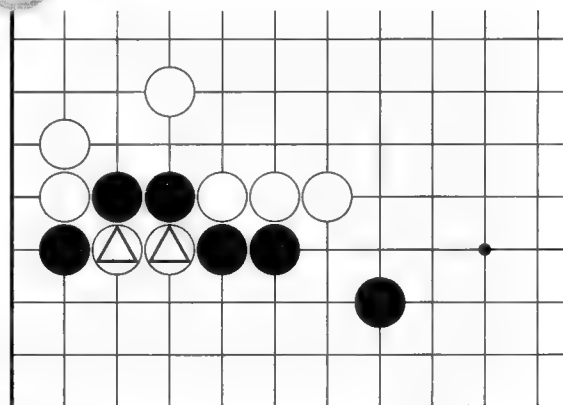
Spatial sense

Capture the  stones.

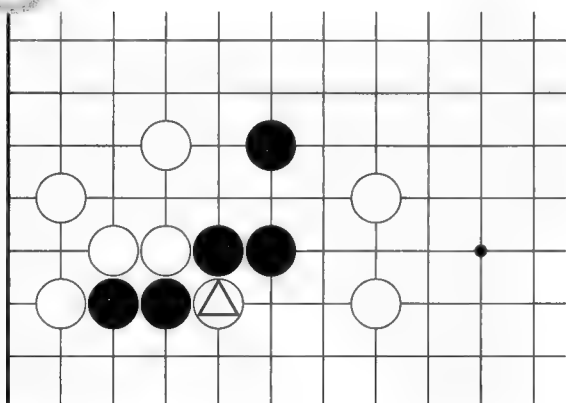
7



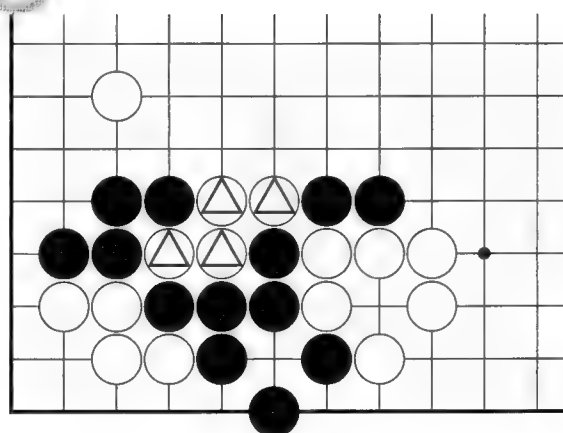
8



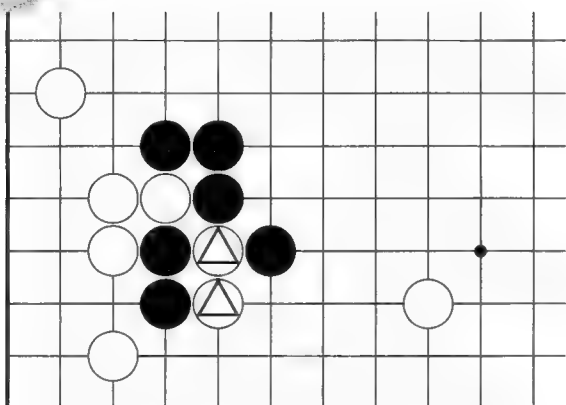
9



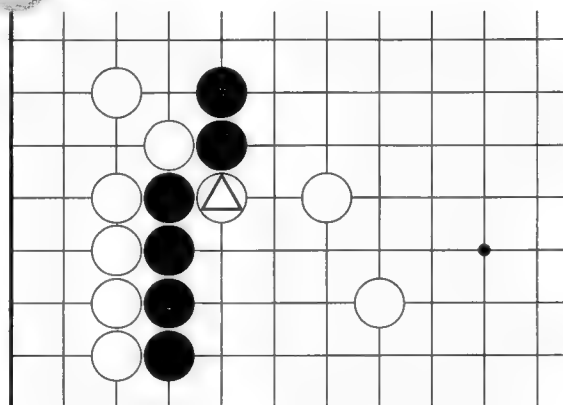
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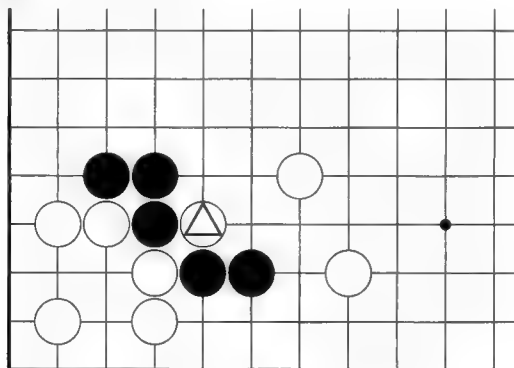


18

Net - 2 Liberties



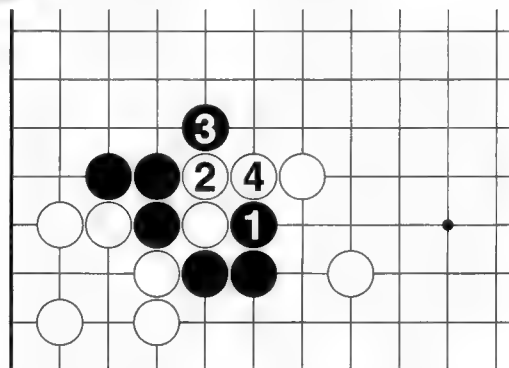
Situation



Try to capture the stone.



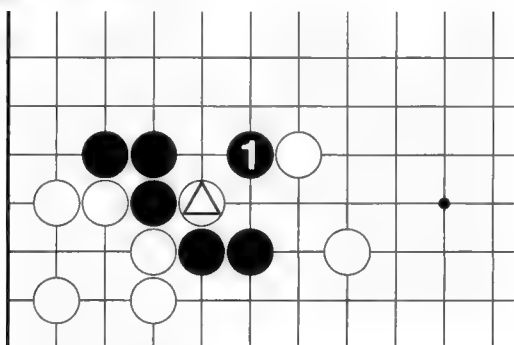
Failure



Don't drive White towards a ladder breaker.



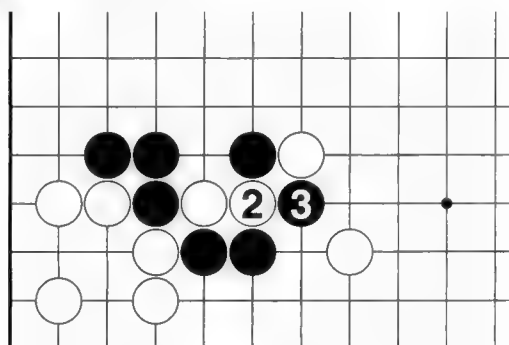
Success 1



Black should capture the stone in a net.



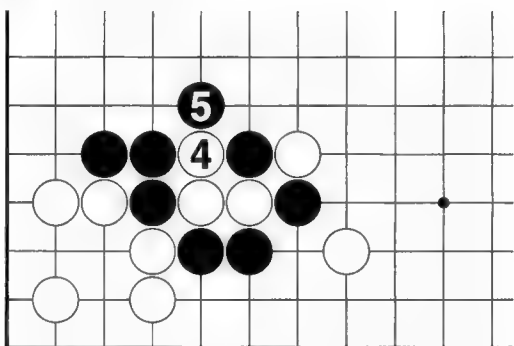
Success 2



Caught like in a fishing net, White is surrounded and can't escape!



Success 3



Like this, White is captured.

[Quiz]

Monk: Emperor! For seven years I have studied and I have invented the net!

Kiring: Oh! What is a net?

Monk: A net is a capturing method, where you ()

1) surround stones.


2) repeatedly play atari (dansu).

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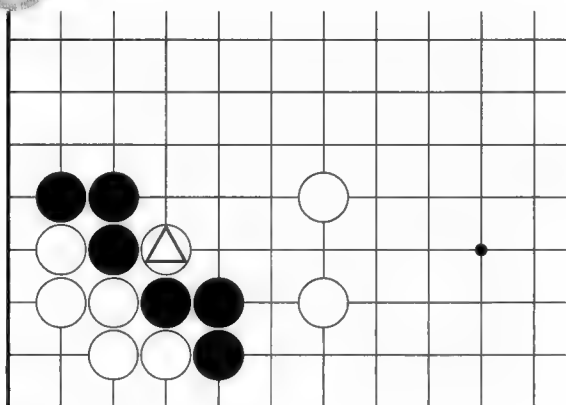
Net - 2 Liberties



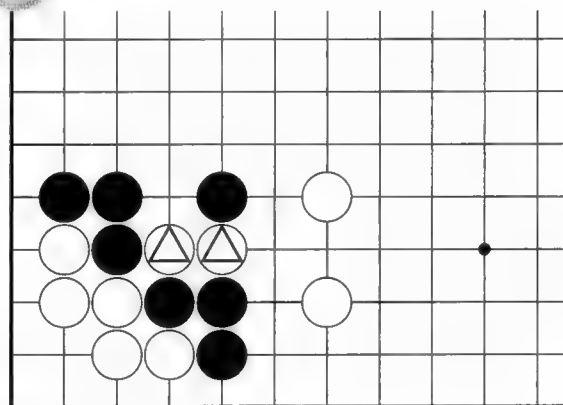
Spatial sense

Capture the  stones.

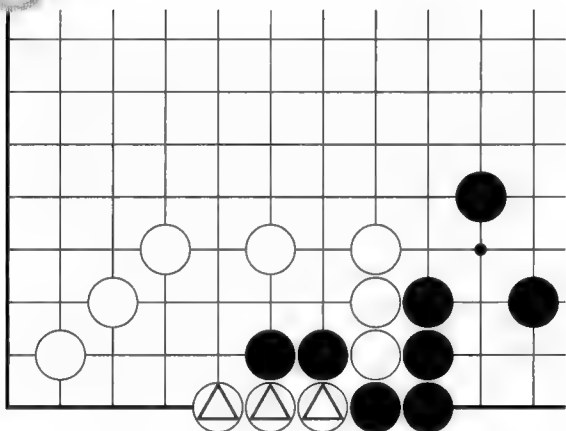
1



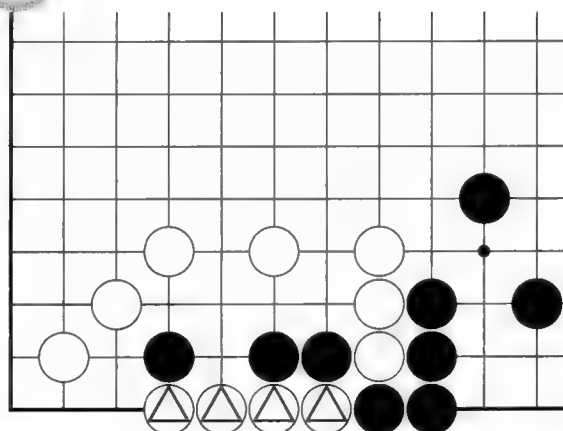
2



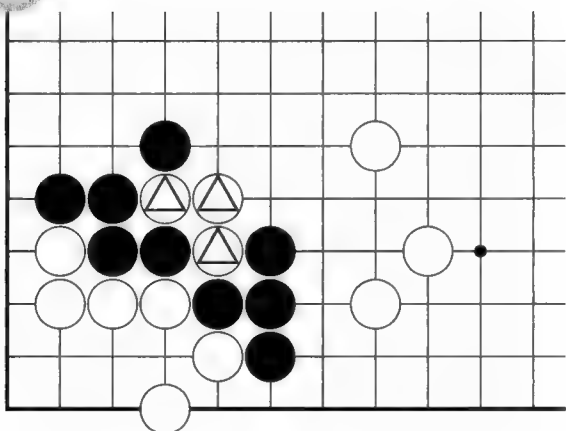
3



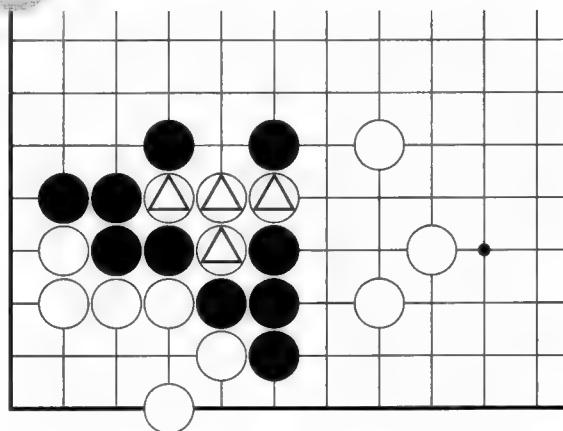
4



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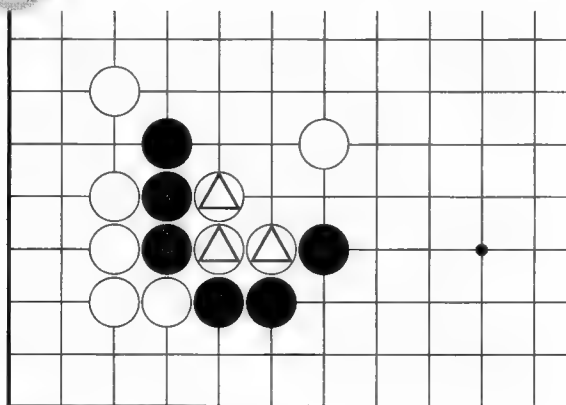
Net - 2 Liberties



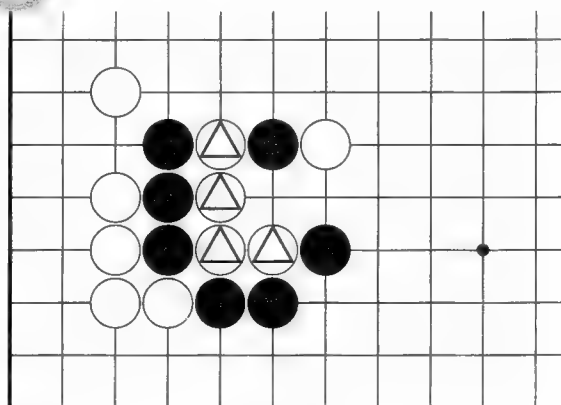
Spatial sense

Capture the  stones.

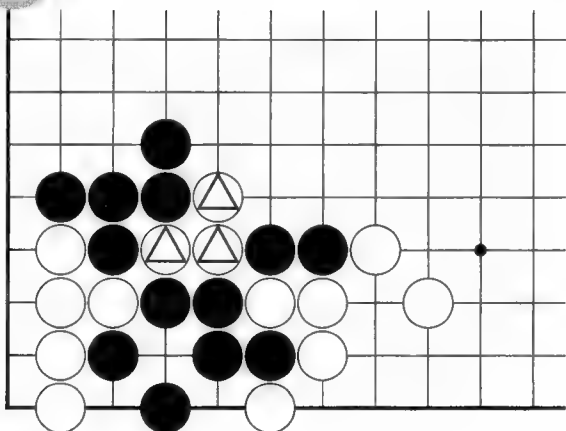
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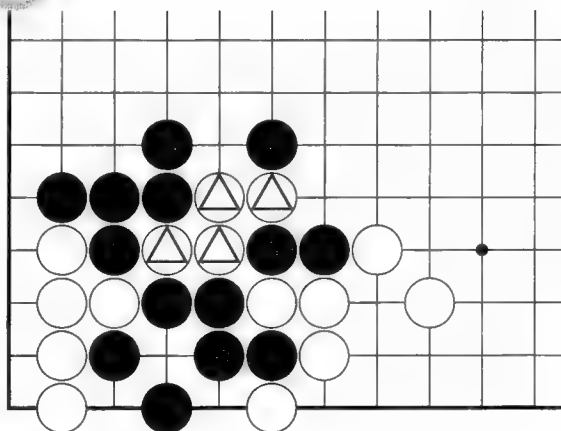
8



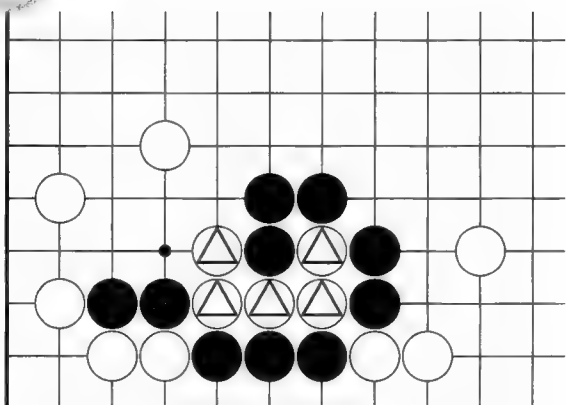
9



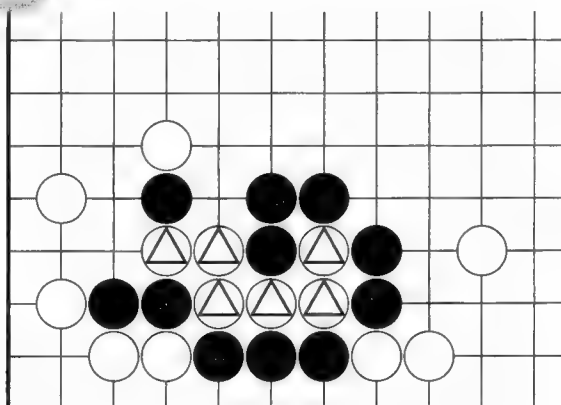
10



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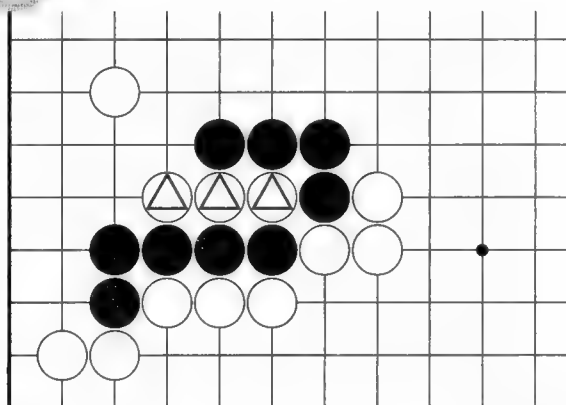
Net - 2 Liberties



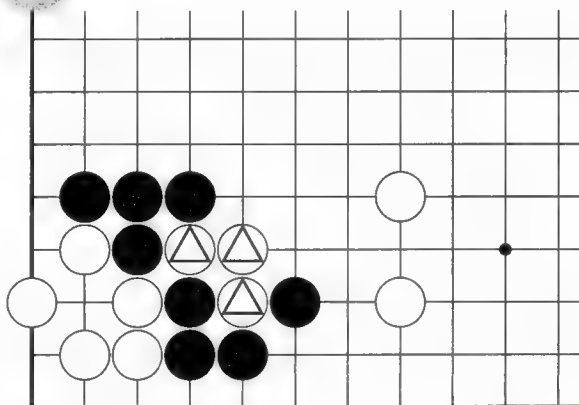
Spatial sense

Capture the  stones.

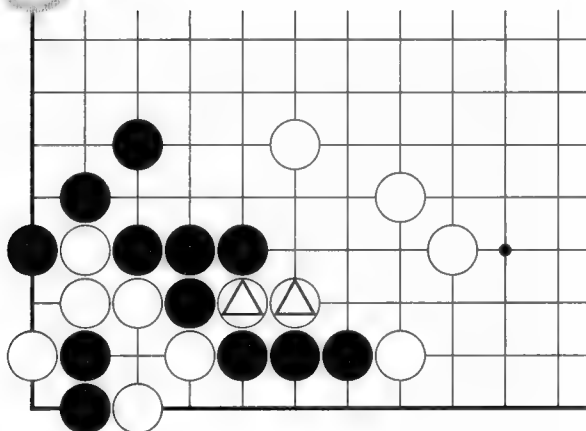
13



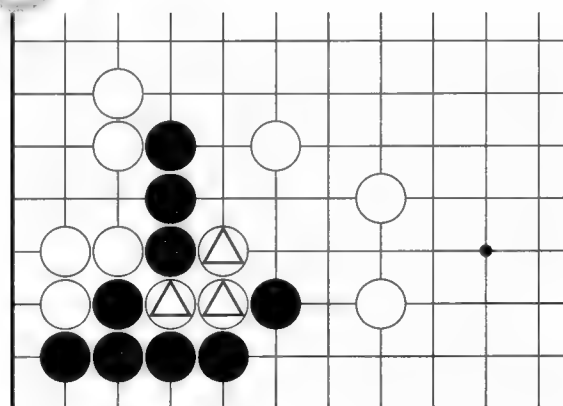
14



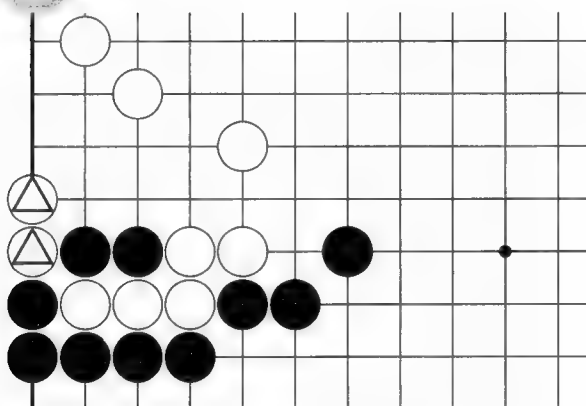
15



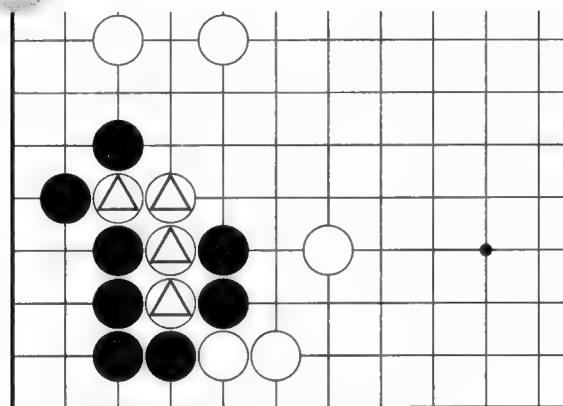
16



17



18



18

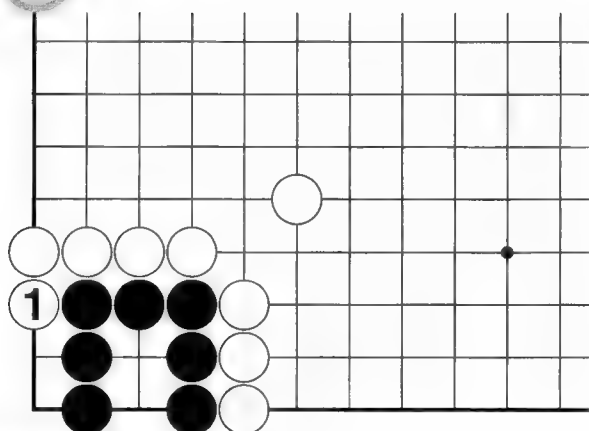
How to Answer



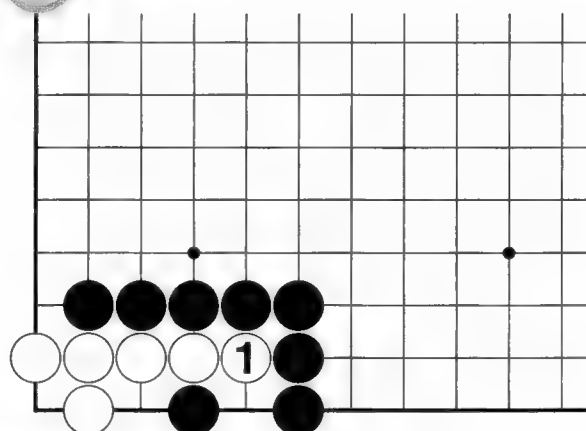
Thinking
power

How should Black answer ①?

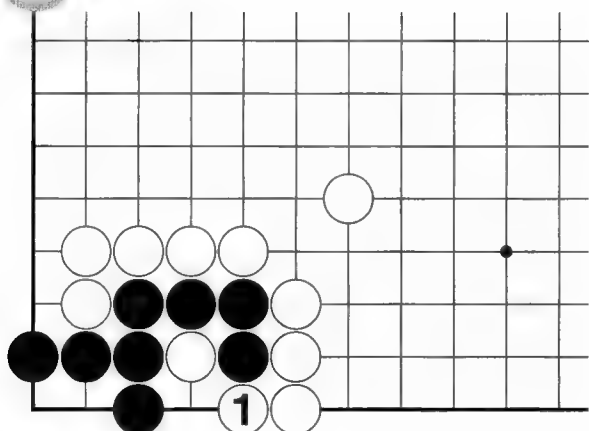
1



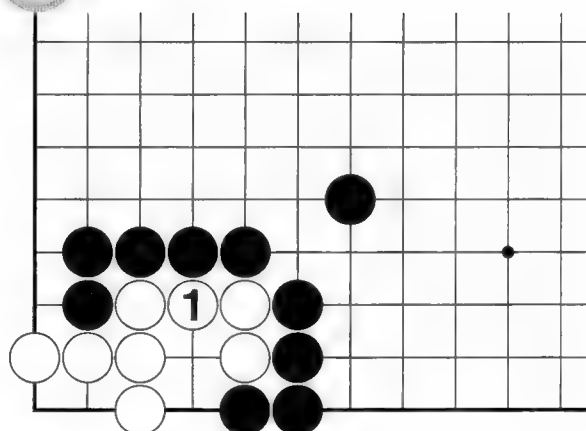
2



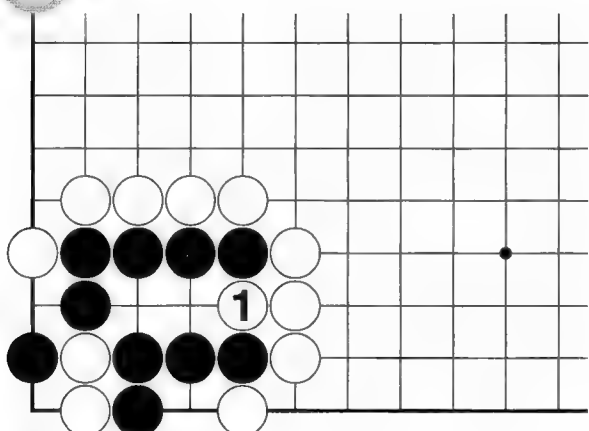
3



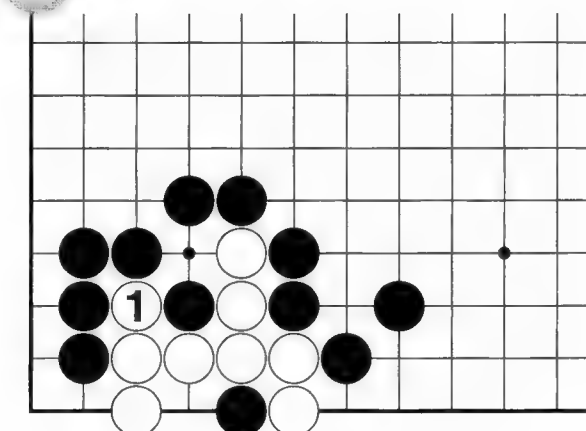
4



5



6



18

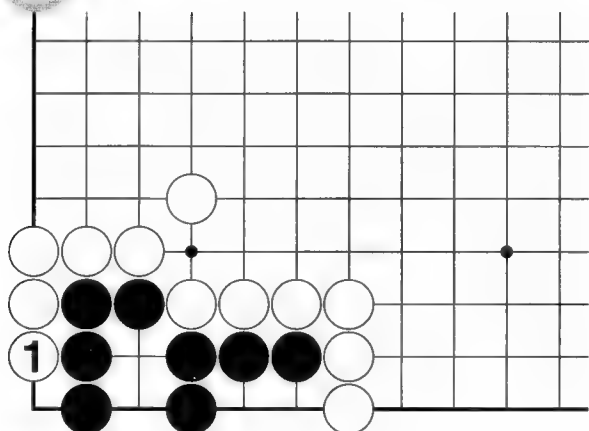
How to Answer



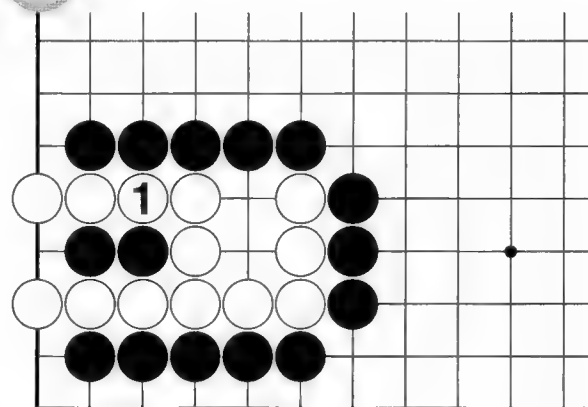
Thinking
power

How should Black answer ①?

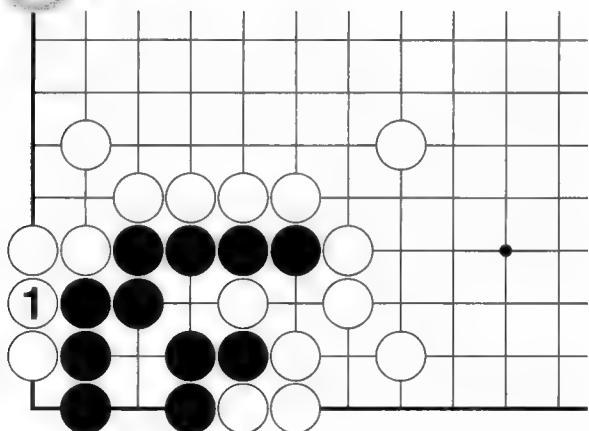
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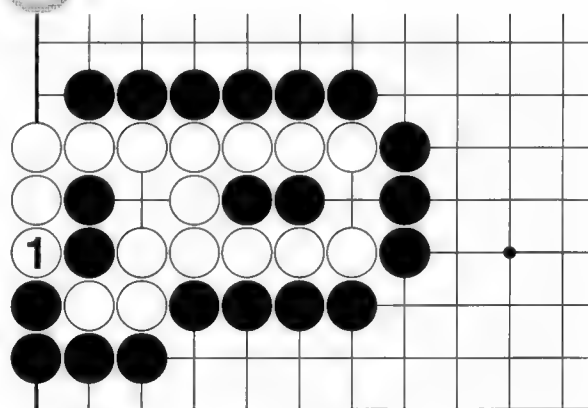
8



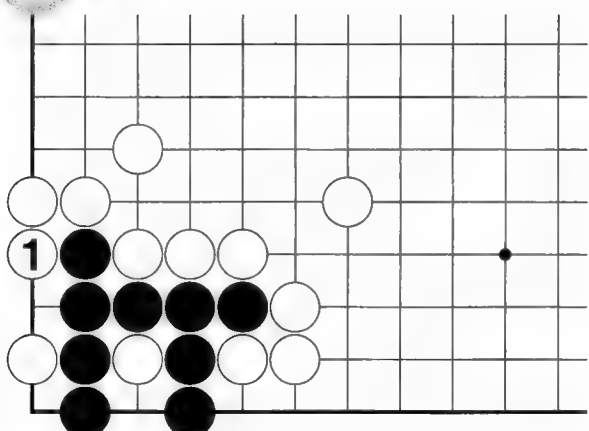
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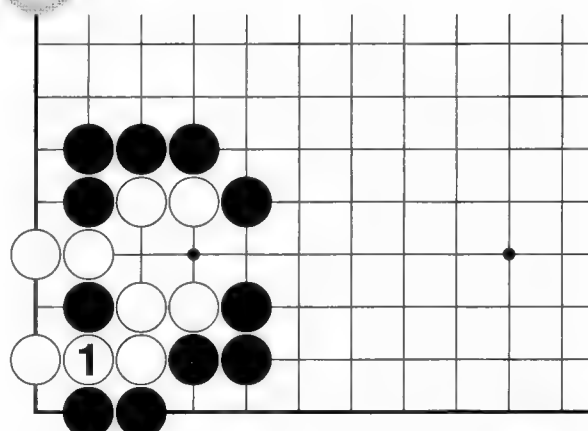
10



11



12

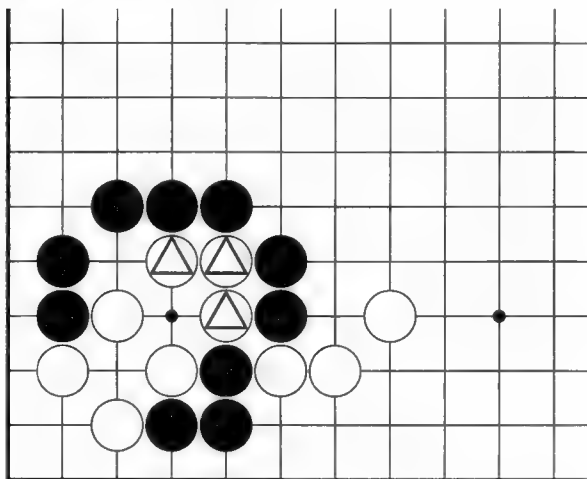


19

Chokchoksu 1



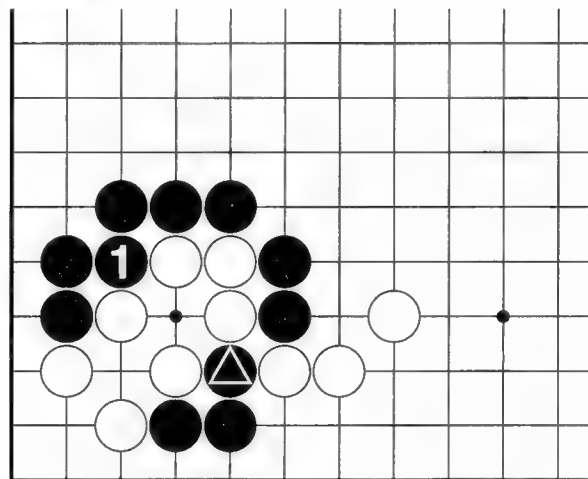
Situation



How can Black capture the stones?



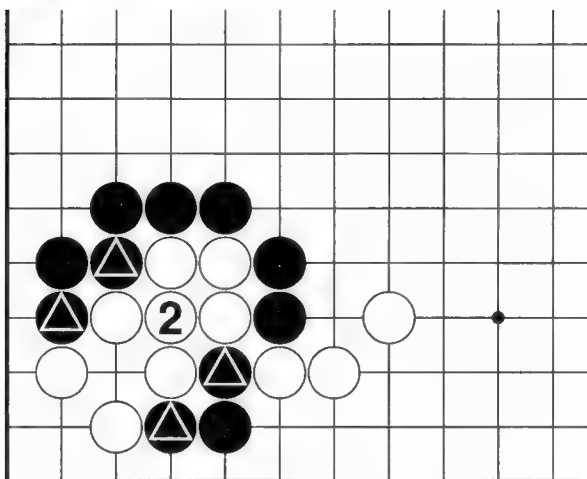
Success 1



Black should play atari (dansu) at the large diagonal vital point.



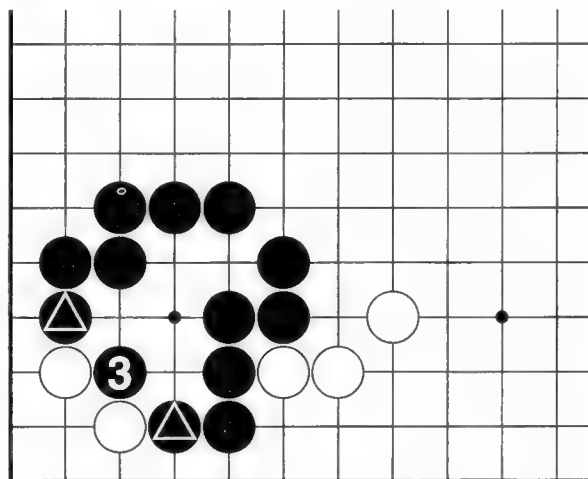
Success 2



Even White connects, White can't gain more liberties.



Success 3



Wow! Thanks to chokchoksu, White is greatly captured.

19

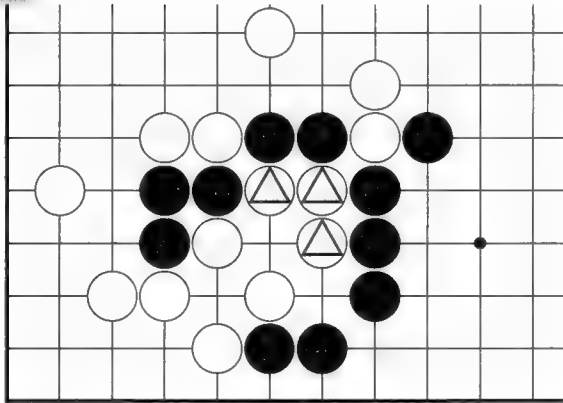
Chokchoksu 1



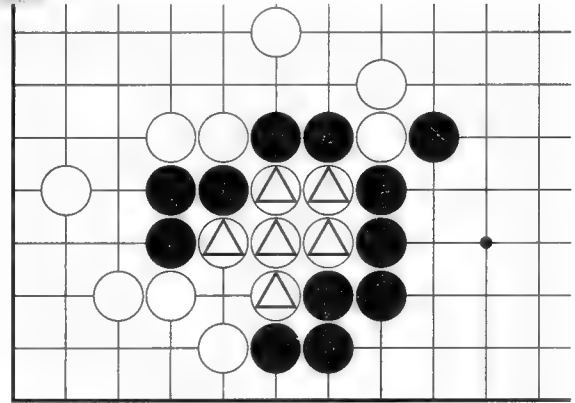
Math
ability

Capture the  stones.

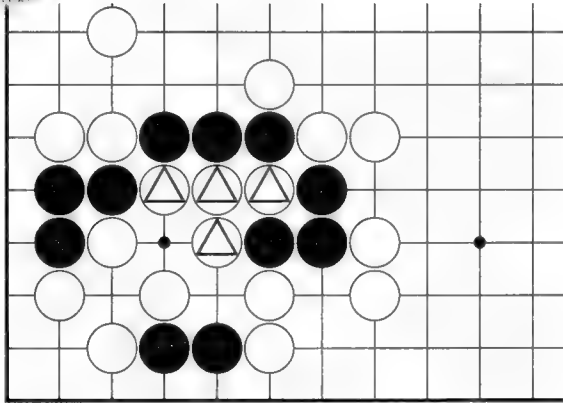
1



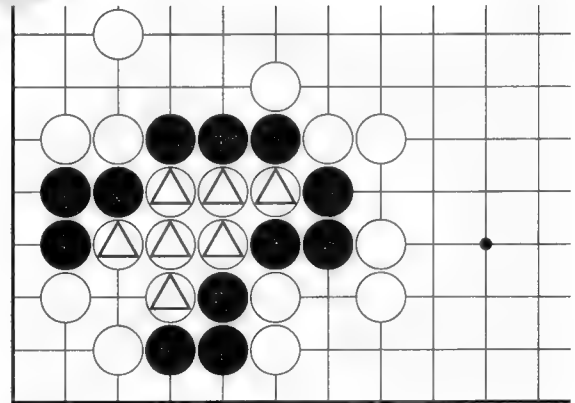
2



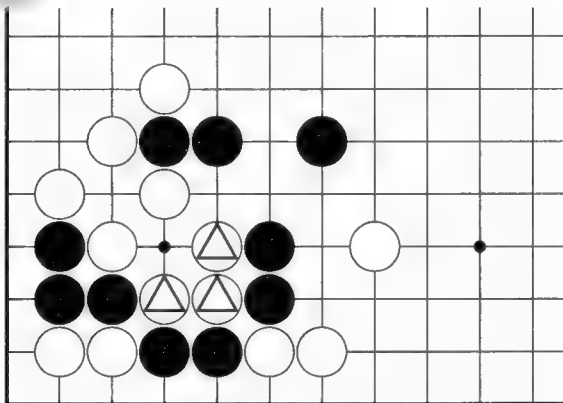
3



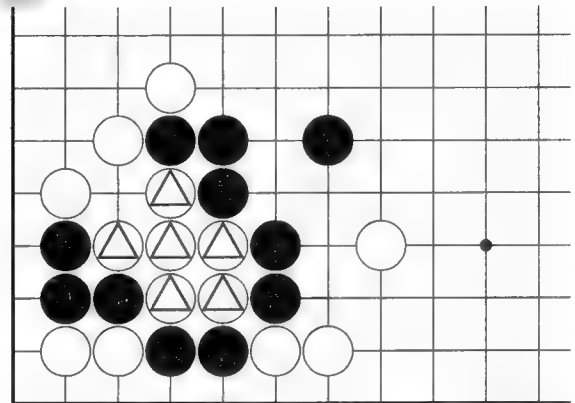
4



5



6

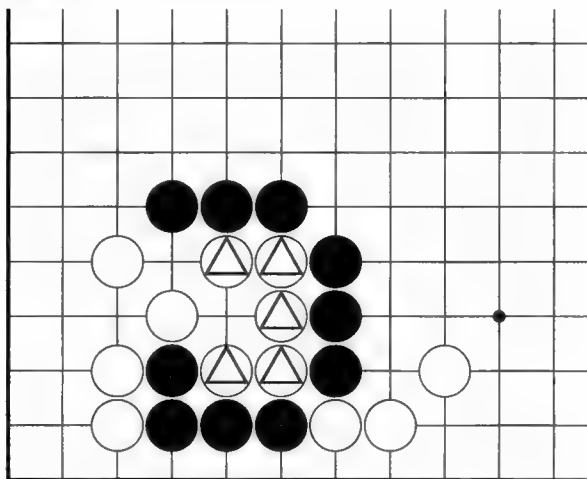


19

Chokchoksu 2



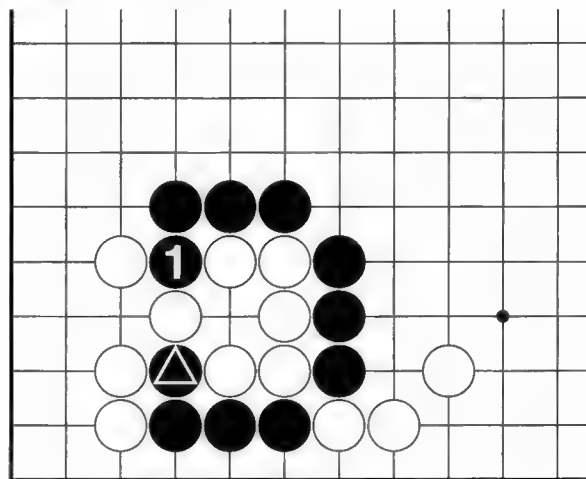
Situation



Try to capture the ⊙ stones.



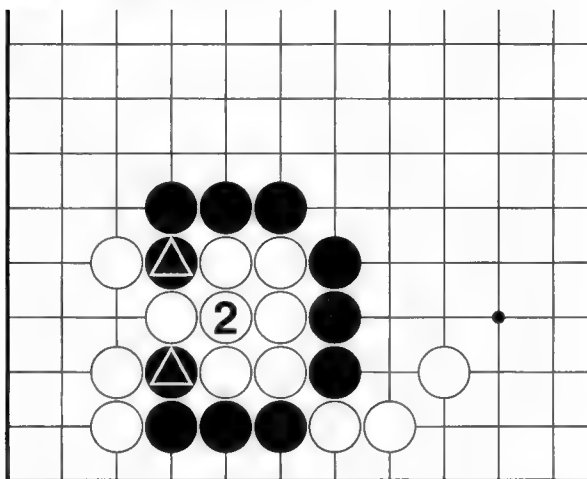
Success 1



Black should play atari (dansu) at the one-point-jump's vital point.



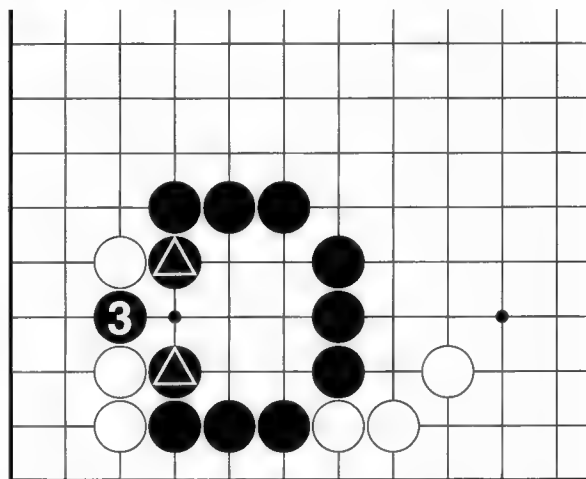
Success 2



Even White connects at 2, White can't increase the liberties.



Success 3



Wow! Thanks to chokchoksu, many white stones get captured.

19

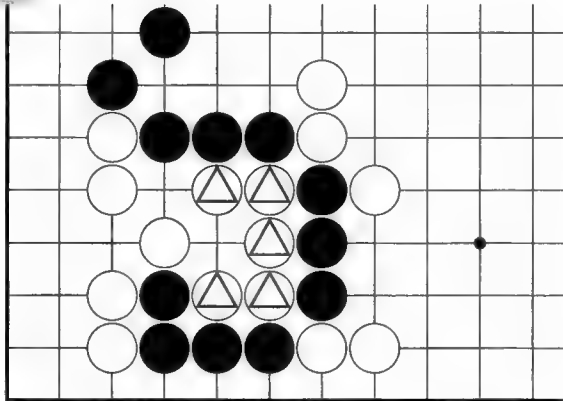
Chokchoksu 2



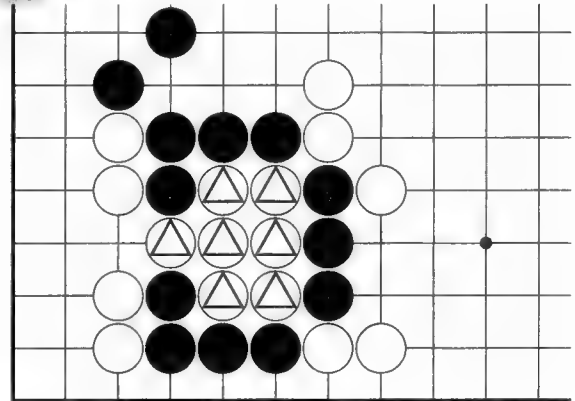
Math
ability

Capture the  stones.

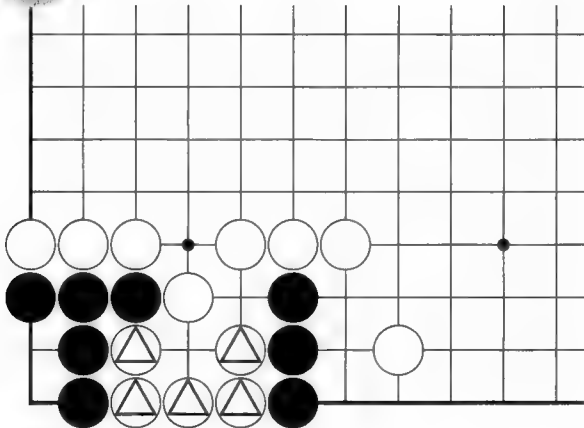
1



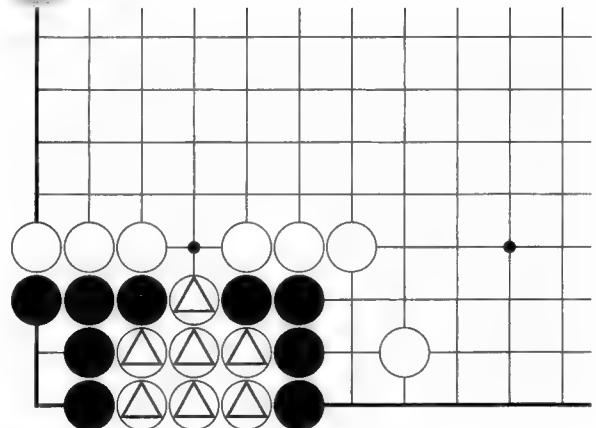
2



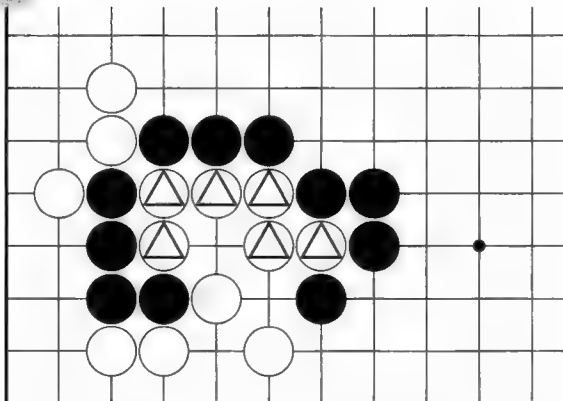
3



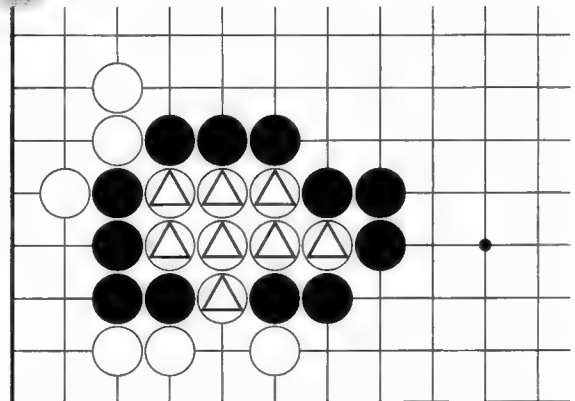
4



5



6

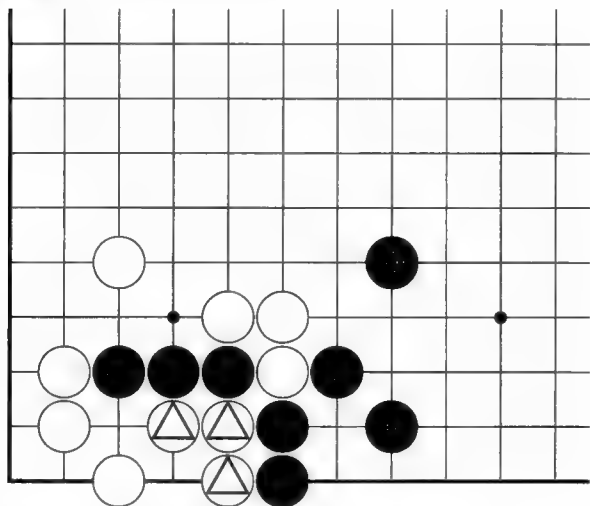


19

Chokchoksu 3



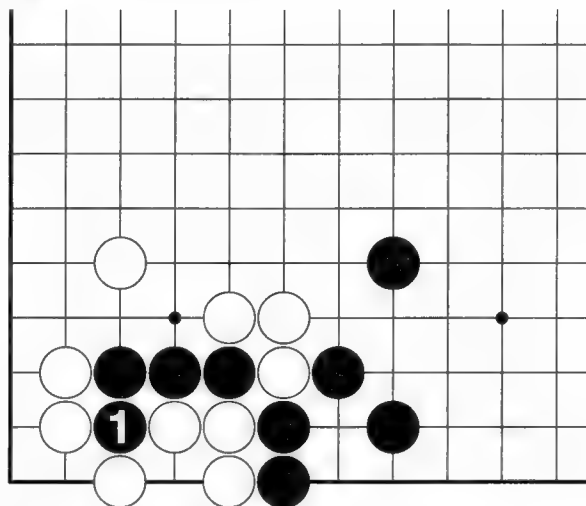
Situation



Black to capture the △ stones.



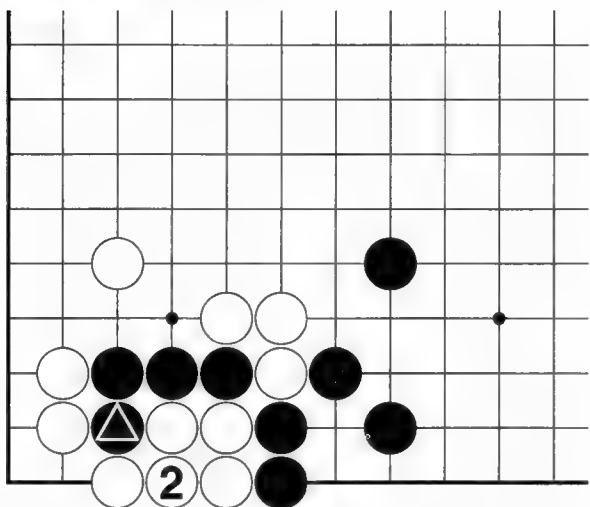
Success 1



Black should play atari (dansu) at the 2nd line's vital point.



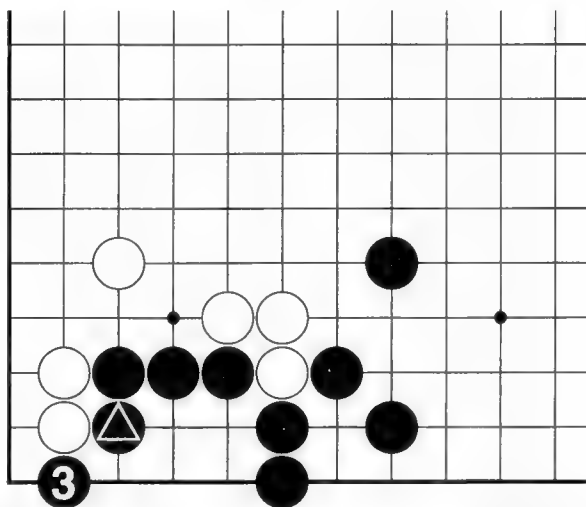
Success 2



Even White connects at 2, White can't gain more liberties.



Success 3



Wow! Thanks to chokchoksu, White is greatly captured.

Capture the  stones.

A 10x10 grid with various symbols. The symbols are distributed as follows:

- Row 1: A black circle at (1, 1), a black dot at (1, 2), a white circle at (1, 5), and a black dot at (1, 9).
- Row 2: A black circle at (2, 1), a black circle at (2, 2), a black circle at (2, 3), a black circle with two white dots at (2, 4), a white circle at (2, 5), and a white circle at (2, 6).
- Row 3: A black circle at (3, 1), a black circle at (3, 2), a white triangle at (3, 3), a white triangle at (3, 4), a black circle at (3, 5), and a white circle at (3, 6).
- Row 4: A black circle at (4, 1), a white triangle at (4, 2), a white triangle at (4, 3), a white triangle at (4, 4), and a white triangle at (4, 5).

19

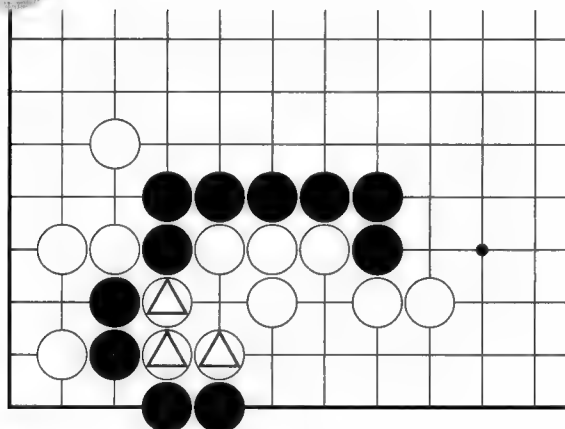
Chokchoksu (Review)



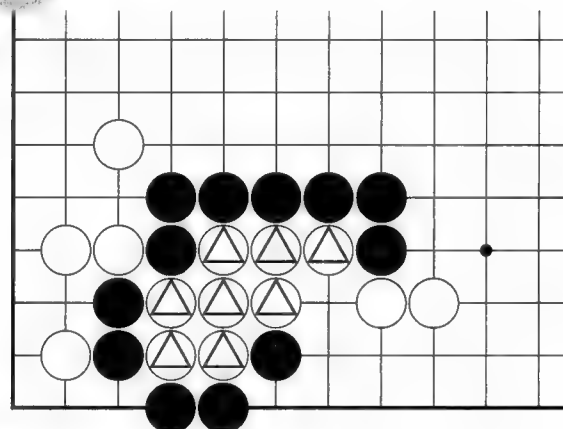
Math
ability

Capture the  stones.

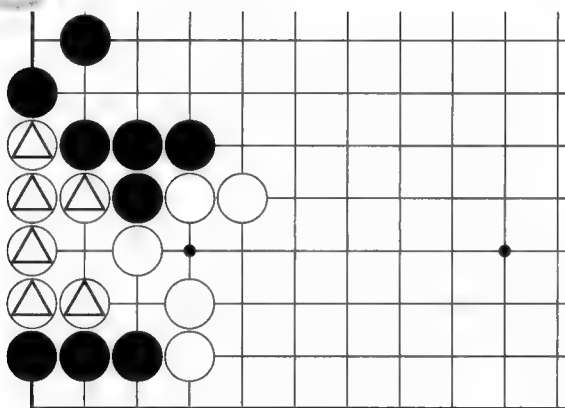
1



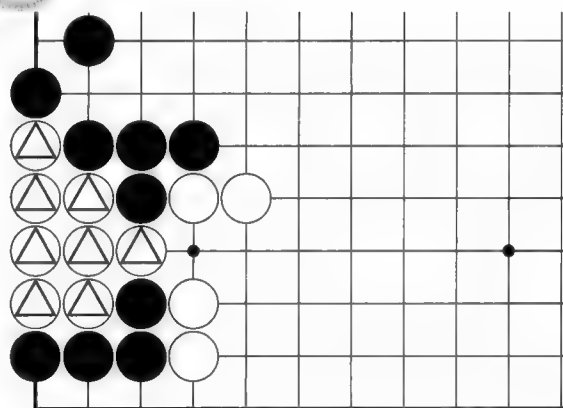
2



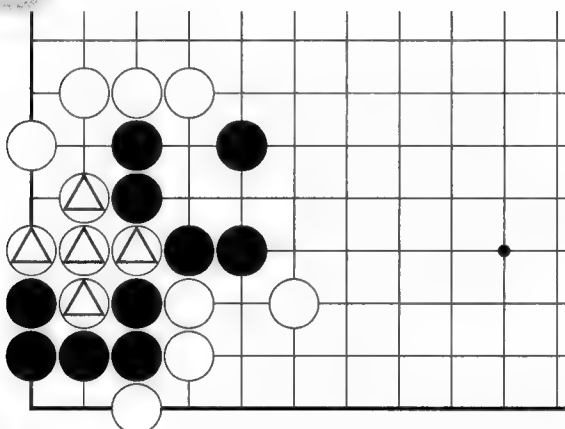
3



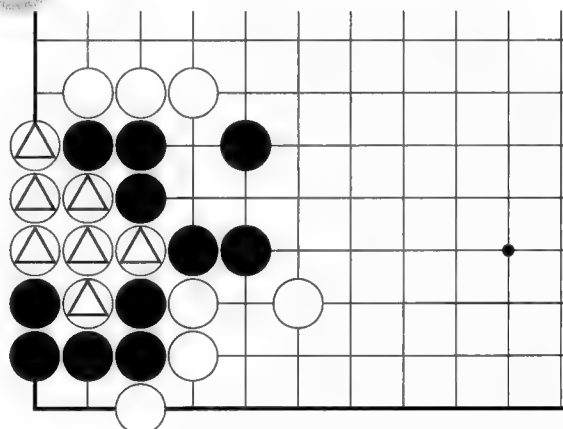
4



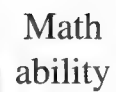
5



6



Chokchoksu (Review)



19

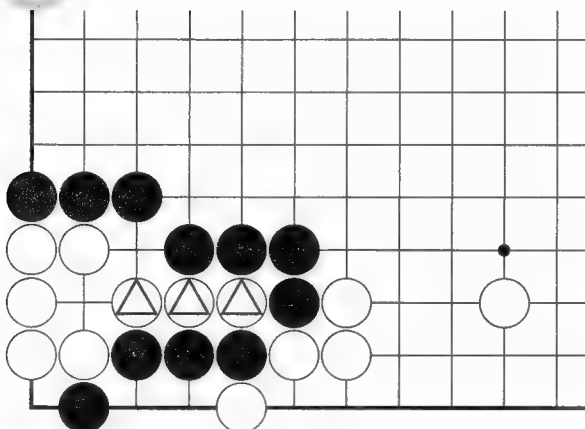
Chokchoksu (Review)



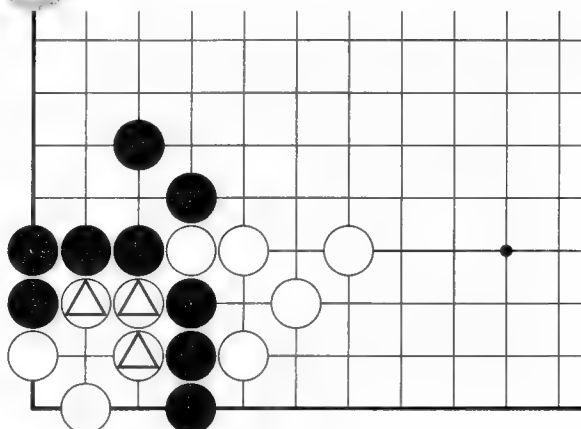
Math
ability

Capture the  stones.

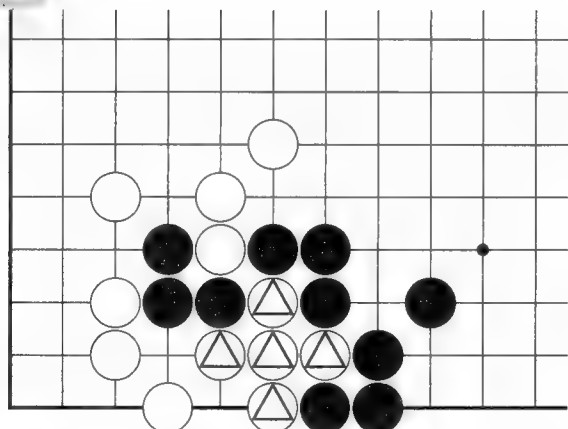
13



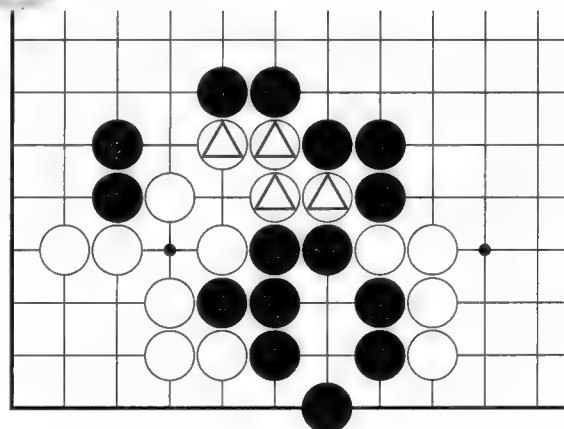
14



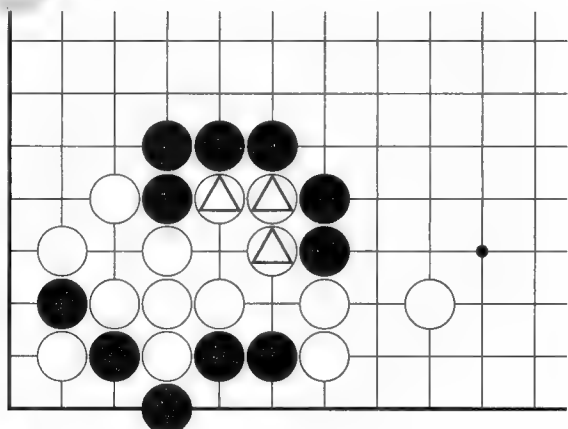
15



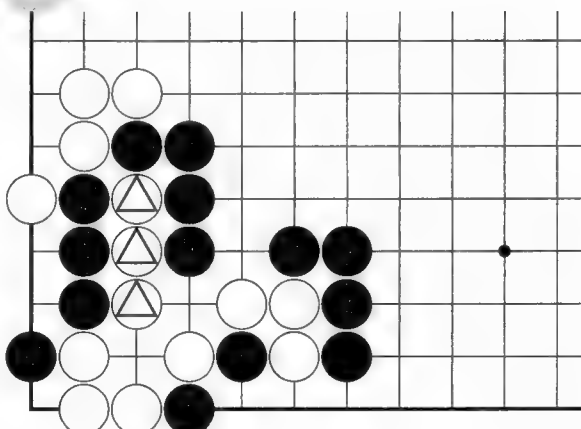
16



17



18



19

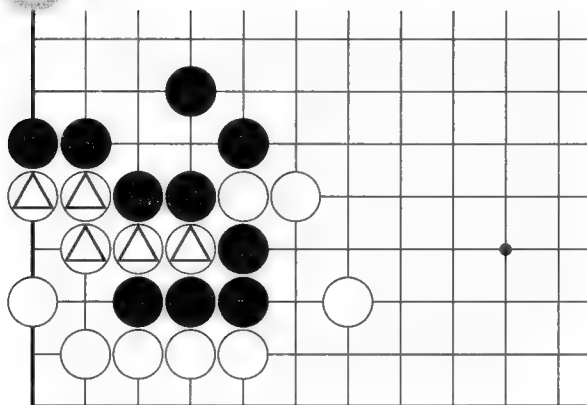
Chokchoksu (Review)



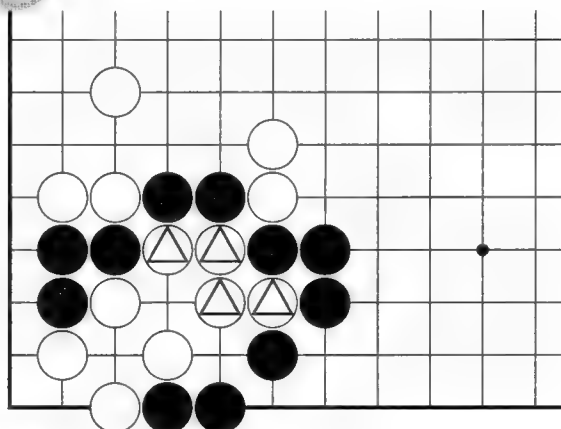
Math
ability

Capture the  stones.

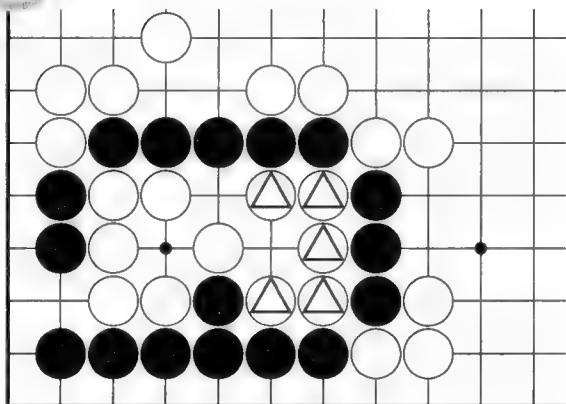
19



20



21

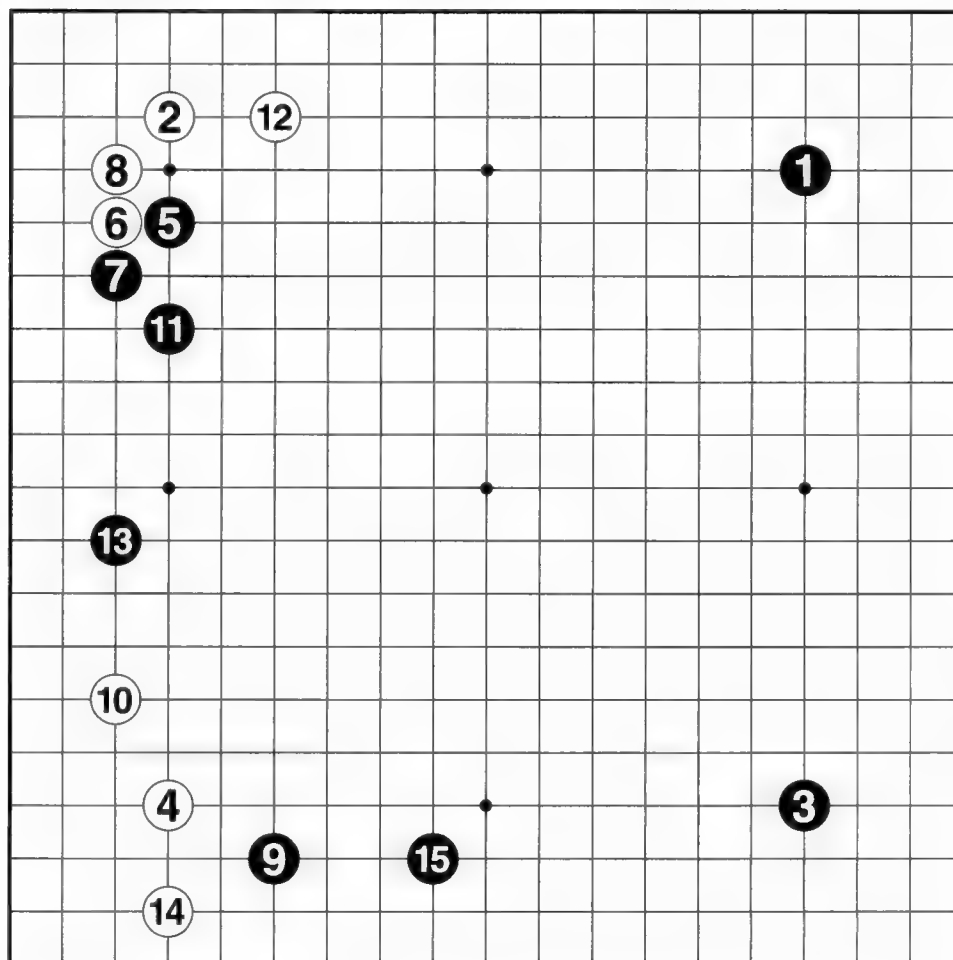


22

19

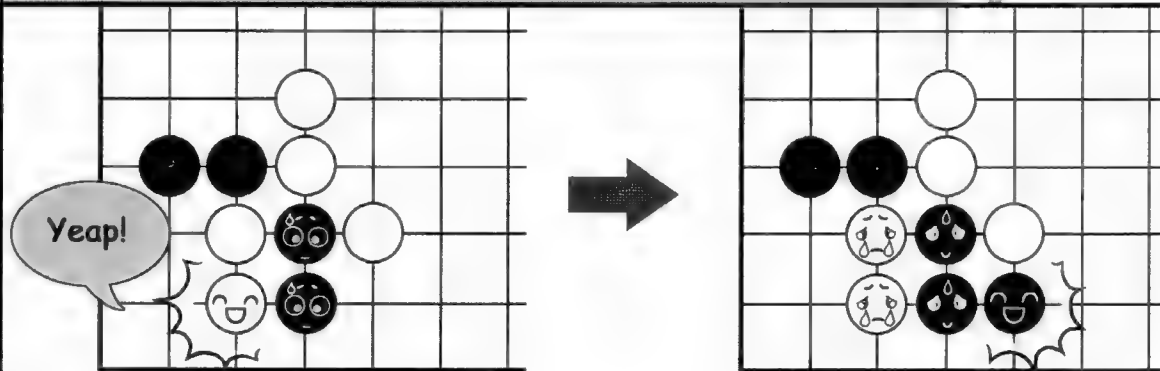
Opening 3

Here is another professional opening. First, put the stones on the board while reading the text, and then repeat.



- | | |
|----------------------------|------------------------|
| ① Star Point | ② 3-4 Point |
| ③ 2-Star-Formation | ④ Star Point |
| ⑤ High One-Space-Approach | ⑥ Knight's Attachment |
| ⑦ Hane (Bend) | ⑧ Stretch |
| ⑨ Knight's Approach | ⑩ Knight's Answer Move |
| ⑪ Tiger's Mouth Connection | ⑫ One-Space-Extension |
| ⑬ 3-Space-Extension | ⑭ 1-Space-Jump-Defense |
| ⑮ 2-Space-Extension | |

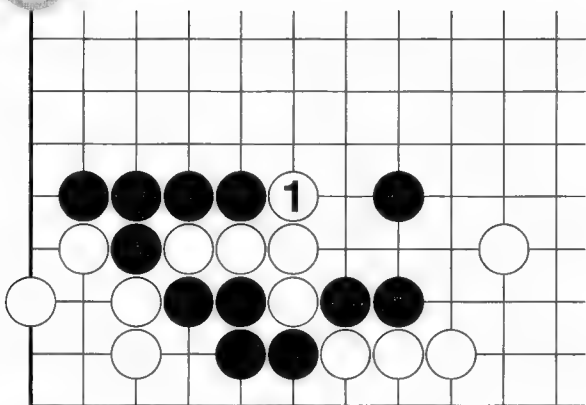
How to answer



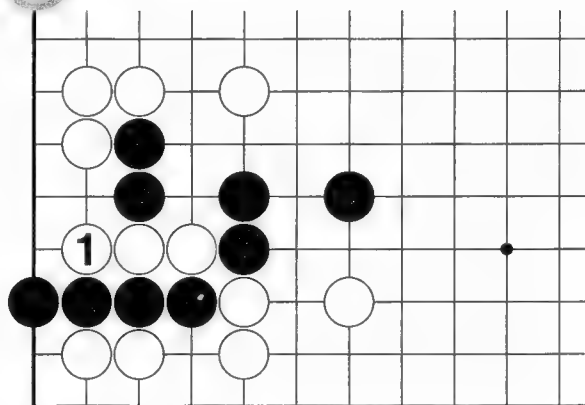


How should Black respond to ①?

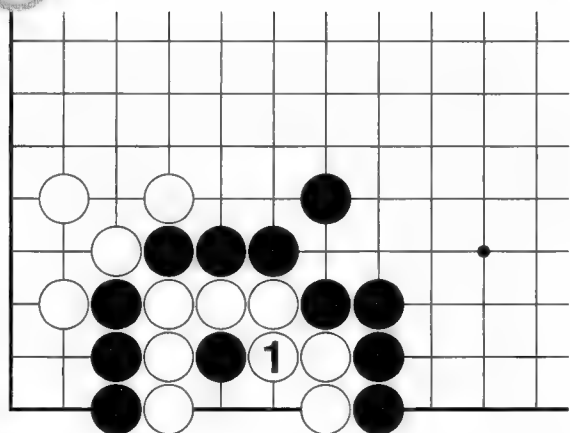
1



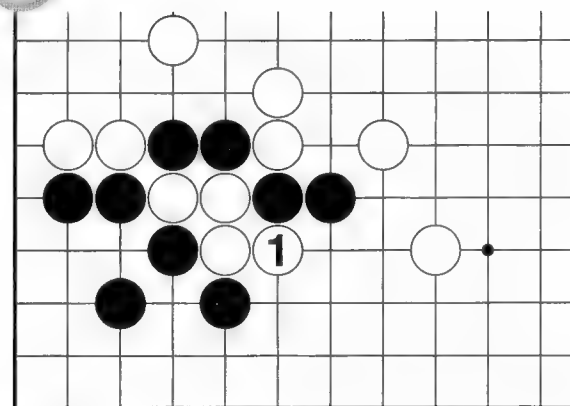
2



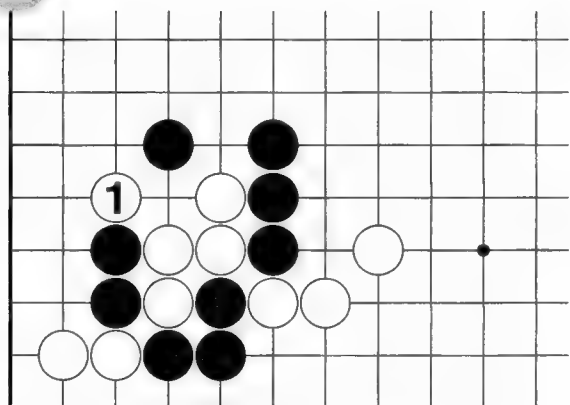
3



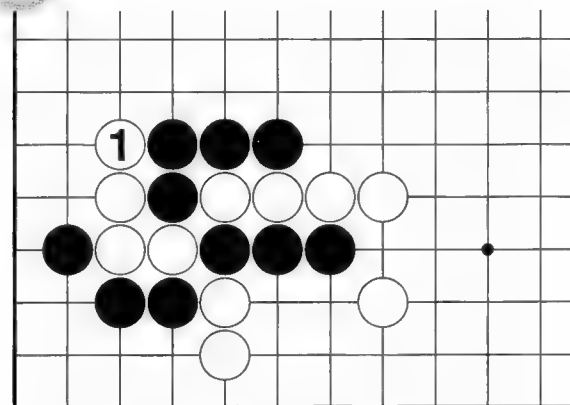
4



5



6

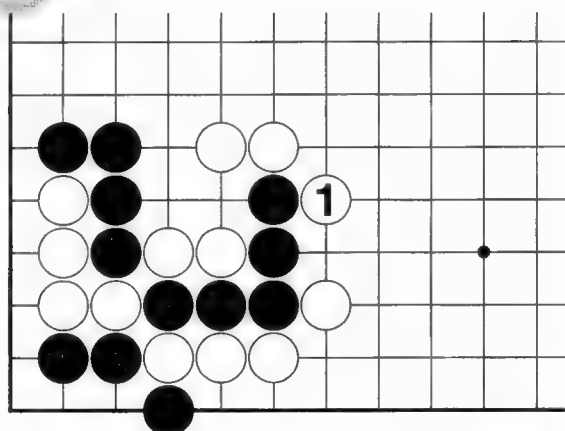
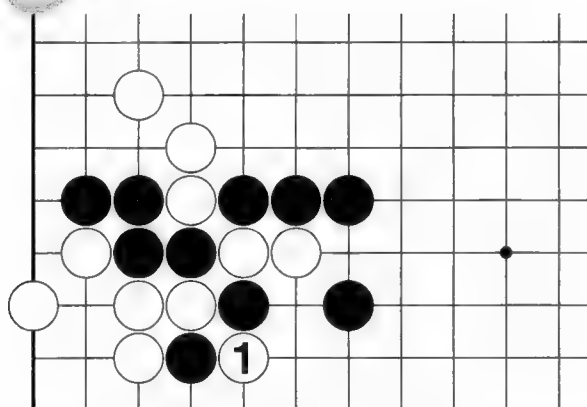
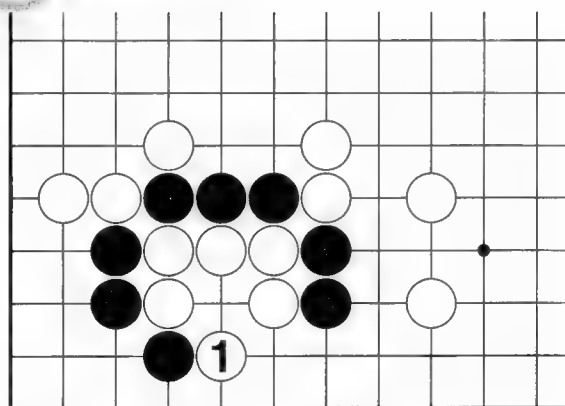
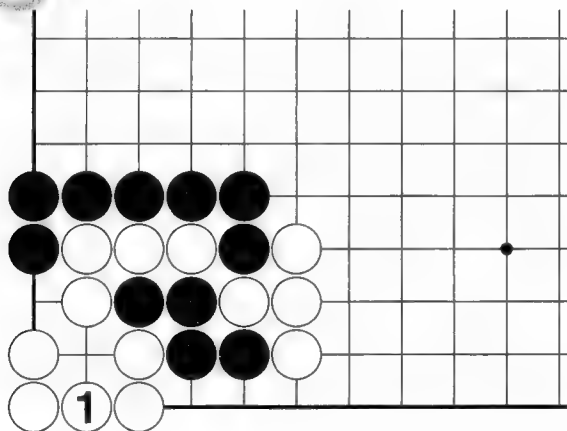
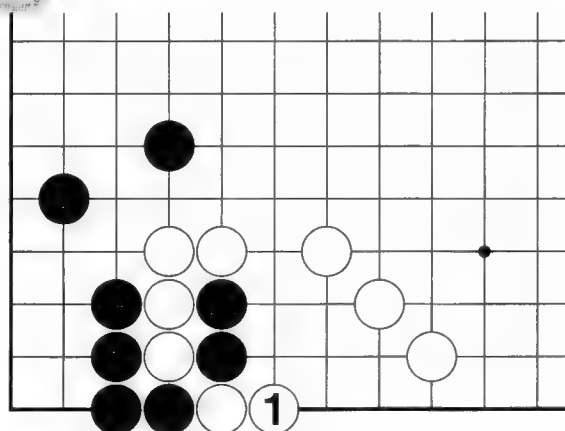
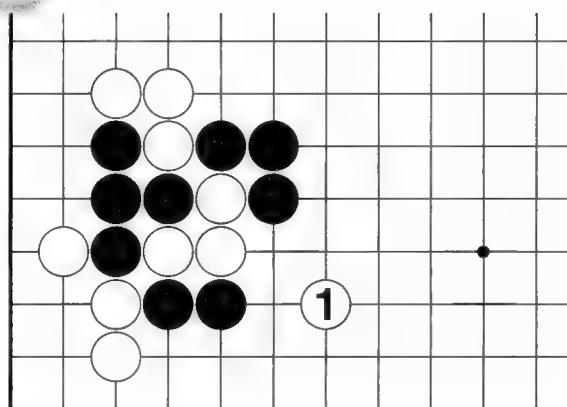


How to Answer



Judgment
ability

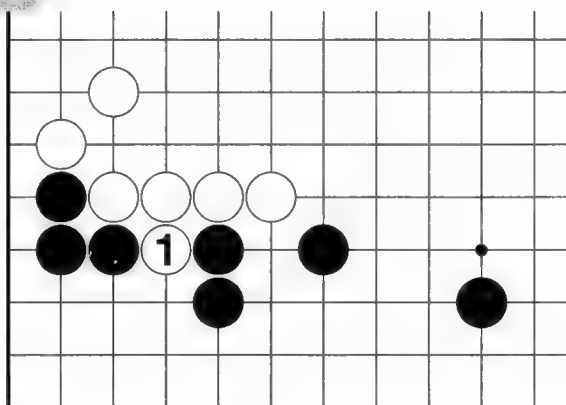
8



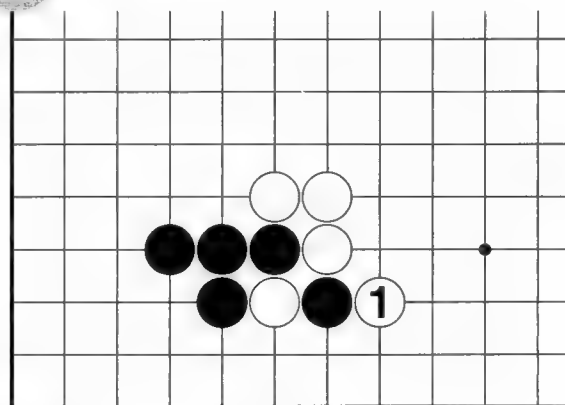


How should Black answer ①?

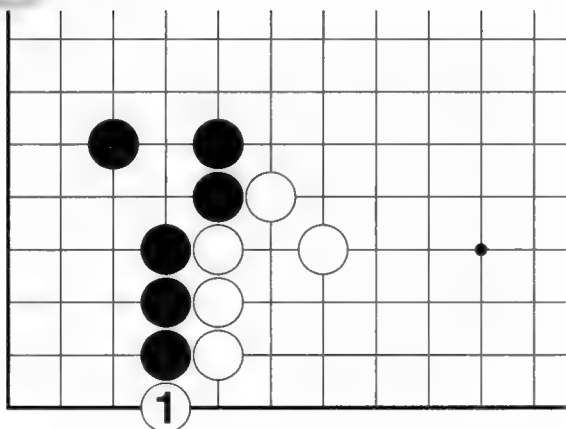
13



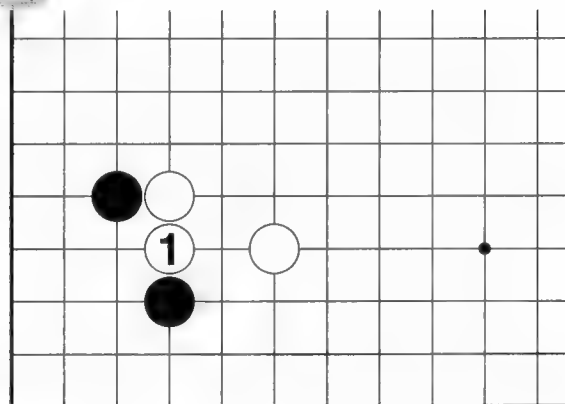
14



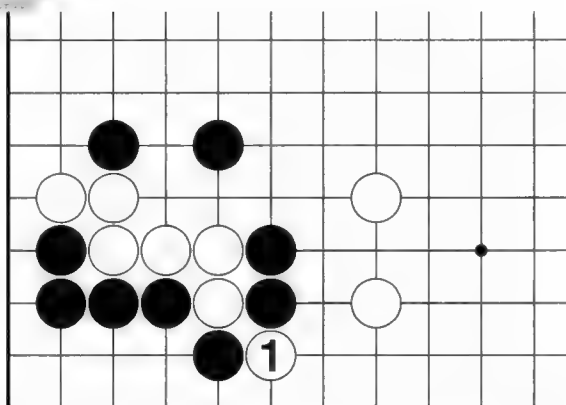
15



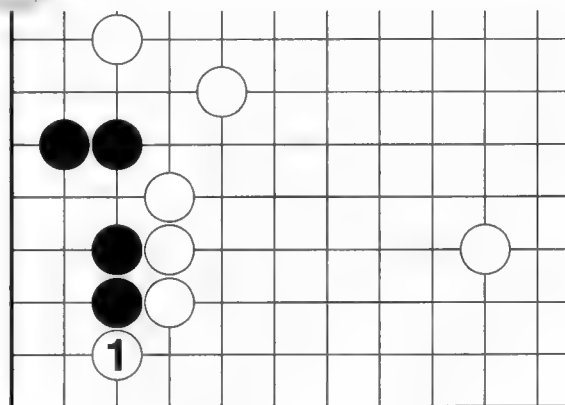
16



17



18



How to Answer



Judgment
ability

①?

Diagram 1 shows a Go board position. White stones are numbered 1 through 10. Black stones are numbered 1 through 10. The sequence starts with White 1 at (4,4) and ends with Black 10 at (4,4).

Level Test

Here are three level tests for you to check what you've learned from studying this book.

Answer the 20 problems in each test. One point for every correct answer. Count up your score.

To see your progress, look at the table below.

In all problems, it's Black's turn.



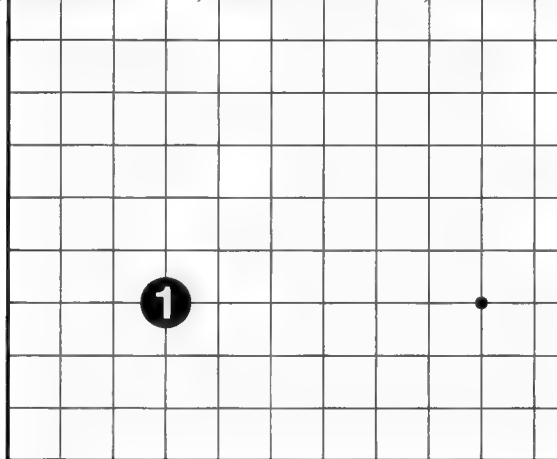
Result	Evaluation
20~17 points	Great! You are a Baduk hero!
16~12 points	Almost perfect!
11~8 points	Review the book one more time!
7~0 points	Try a little harder!

Level Test

2 Right Attitude

Which one is the right attitude?

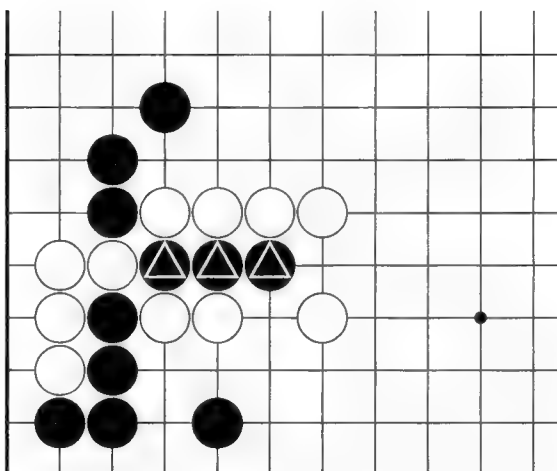
()



- 1) After losing a game be irritated.
- 2) Playing only with weaker players.
- 3) Not listening to your teacher.
- 4) Not worrying about the result of a game.

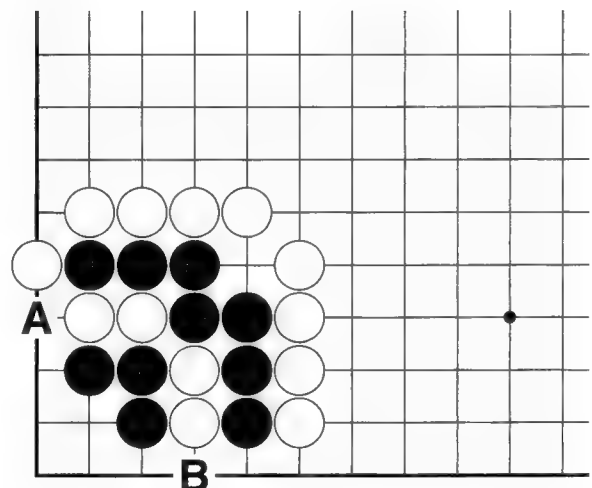
3 Can you Escape?

Yes () No ()



4 Which Stones to Capture?

Circle A or B.





5 Atari (Dansu) While Cutting

6 Beware of Jachung


7 Chokchoksu 1

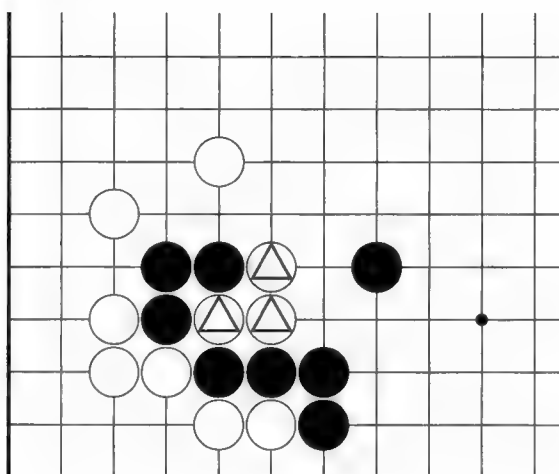
8 Where to Atari (Dansu)



Level Test

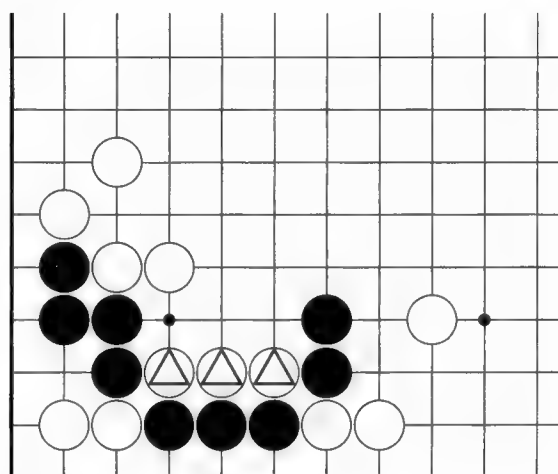
9 Blocking the Way Out

Capture the  stones.



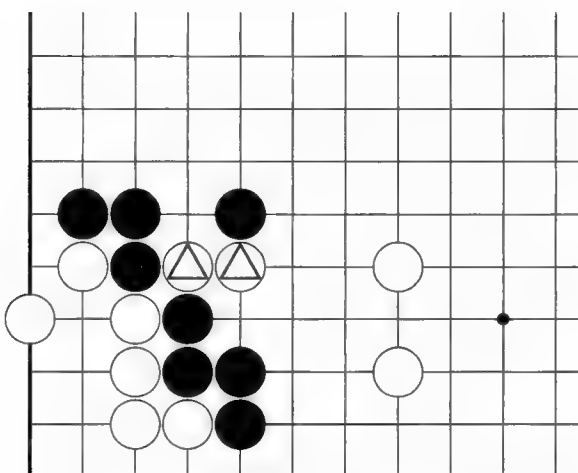
10 Reduce Liberties while Cutting

Capture the  stones.




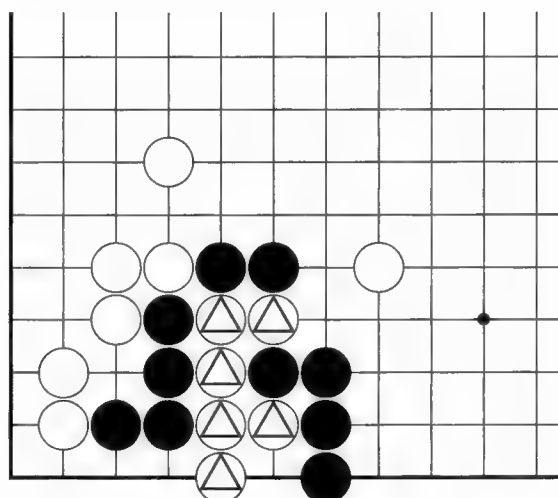
11 Blocking the Way Out

Capture the  stones.



12 Blocking the Way Out

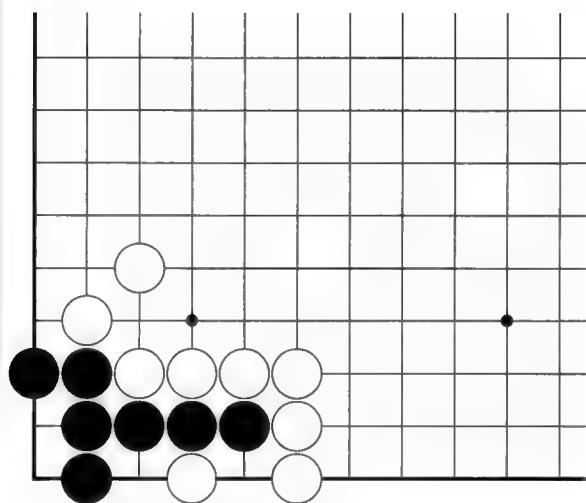
Capture the  stones.



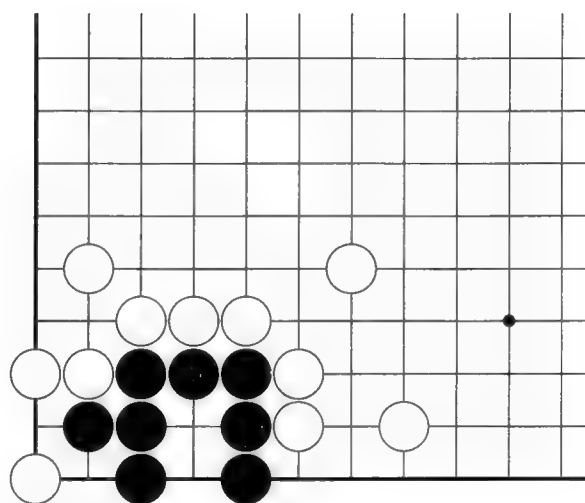


Level Test

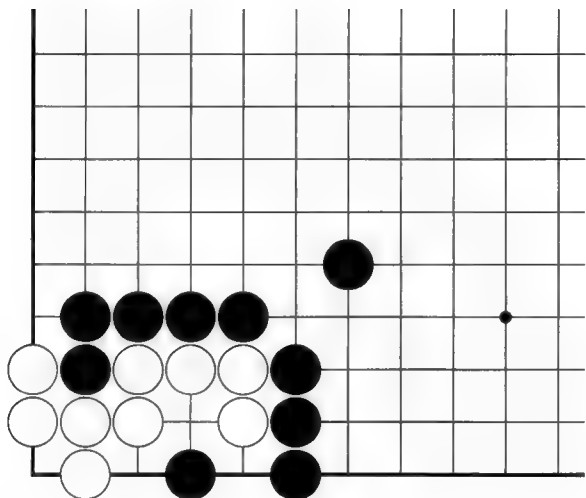
13 Two Adjacent Points Die
Save Black.



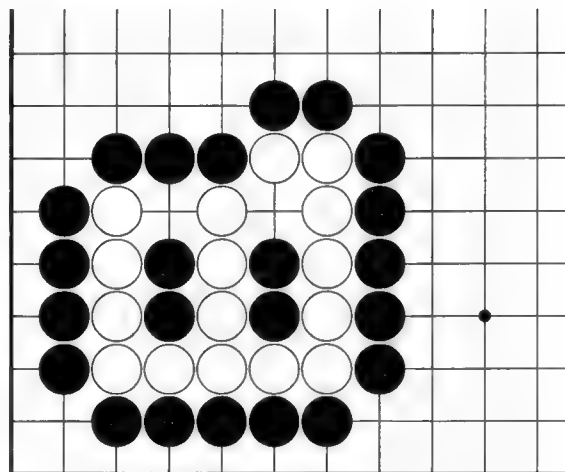
14 Two Adjacent Points Die
Save Black.



15 The 2nd Eye
Capture White.



16 The 2nd Eye
Capture White.

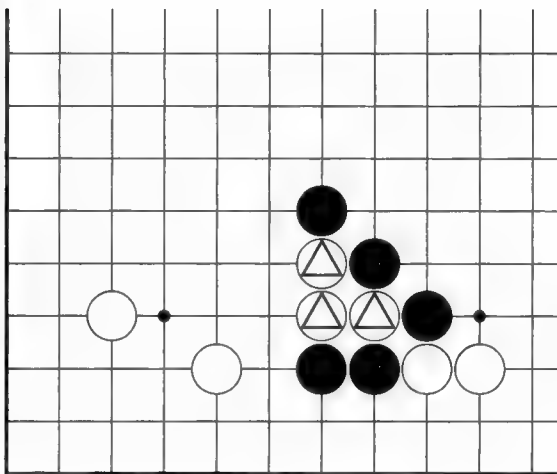




Level Test

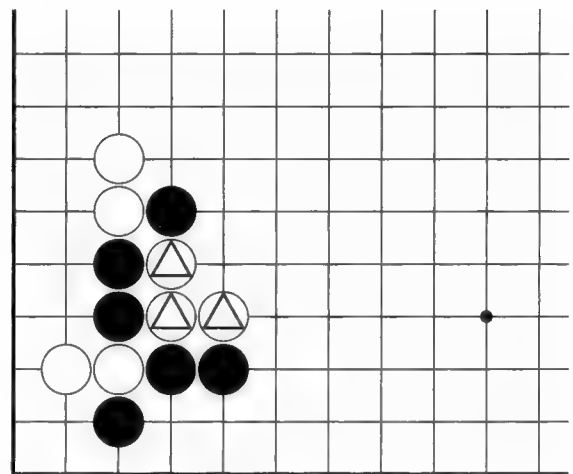
17 Ladder Breaker

Capture the stones.



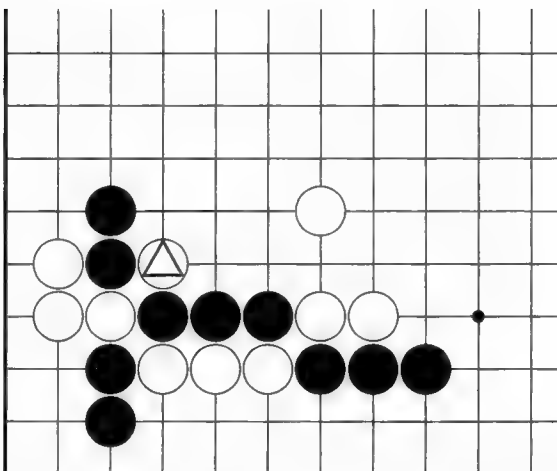
18 Ladder

Capture the stones.



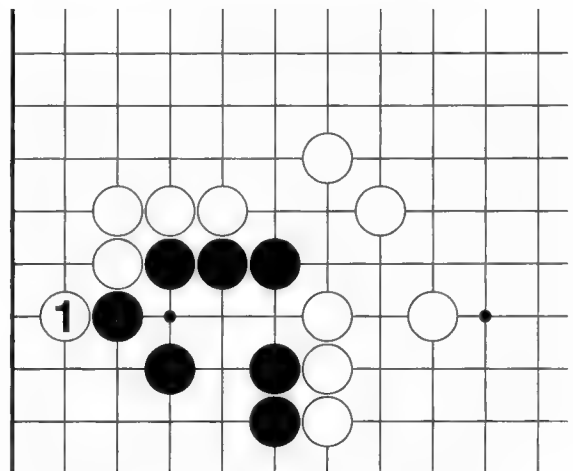
19 Net - 2 Liberties

Capture the stones.



20 How to Answer

How should Black respond to ①?



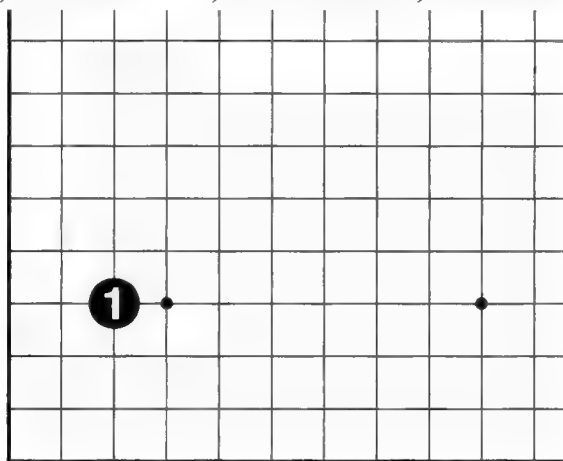


Level Test

1 Corner Terms

What is the name of this move? ()

- 1) 4-5 Point 2) 3-4 Point 3) Star Point



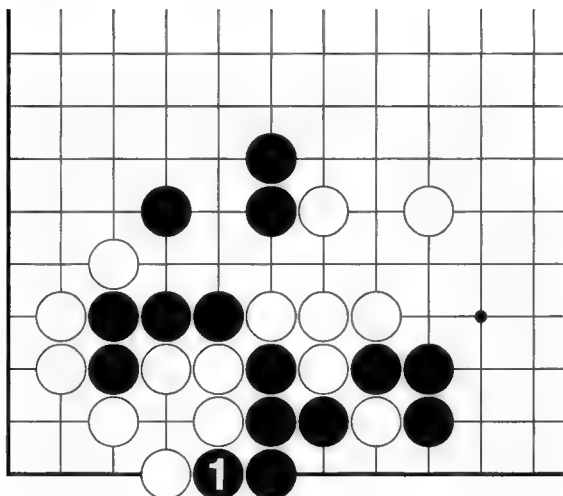
2 General Baduk Knowledge

What is mainly developed while playing Baduk? ()

- 1) hip
2) legs
3) brain
4) fingers

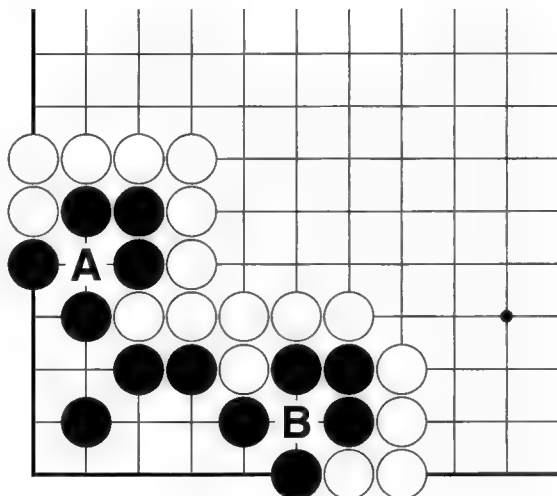
3 Good or Bad Move?

Good () Bad ()



4 Which Stones to Save?

Circle A or B.

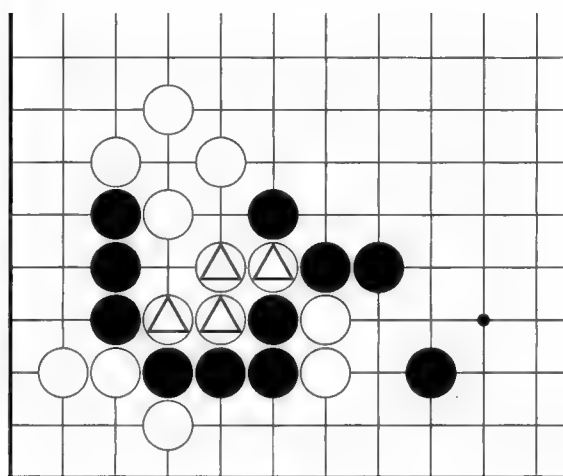


2

Level Test

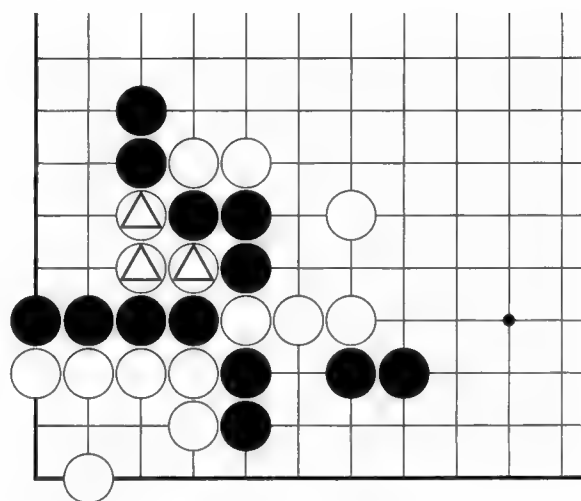
5 Where to Atari (Dansu)

Capture the ⊗ stones.



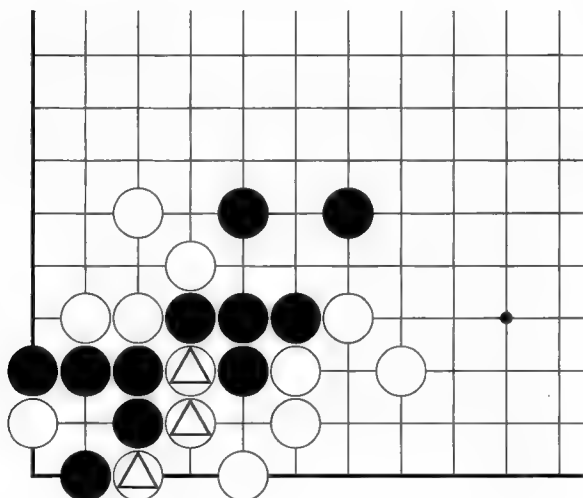
6 Atari (Dansu) to your Stones

Capture the ⊗ stones.



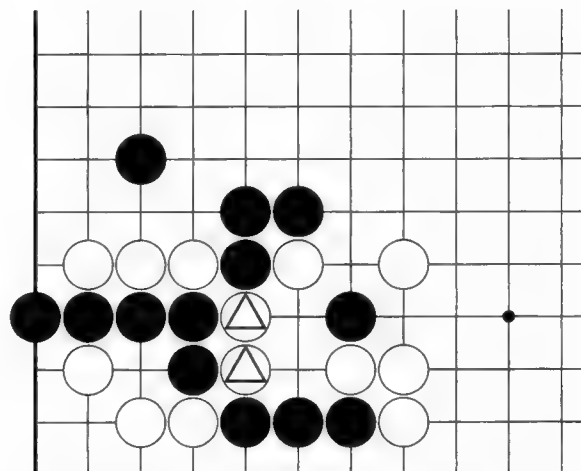
7 Chokchoksu 3

Capture the ⊗ stones.



8 Where to Atari (Dansu)

Capture the ⊗ stones.

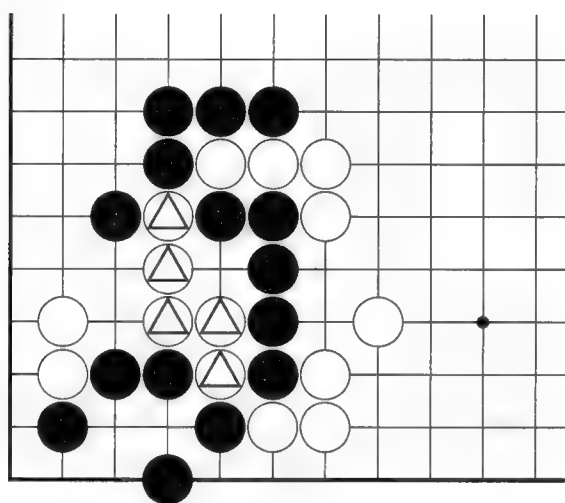


2

Level Test

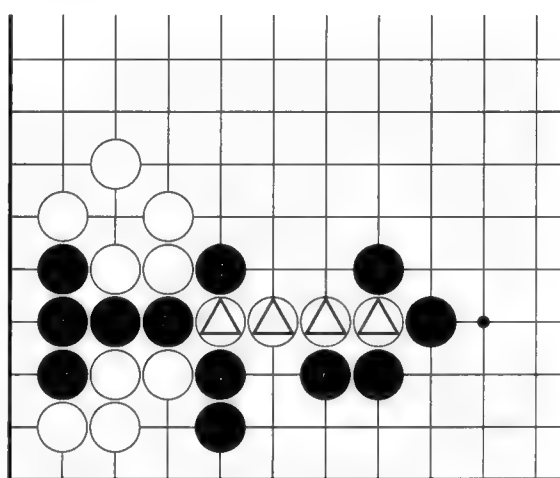
9 Reduce Liberties while Cutting

Capture the ⊙ stones.



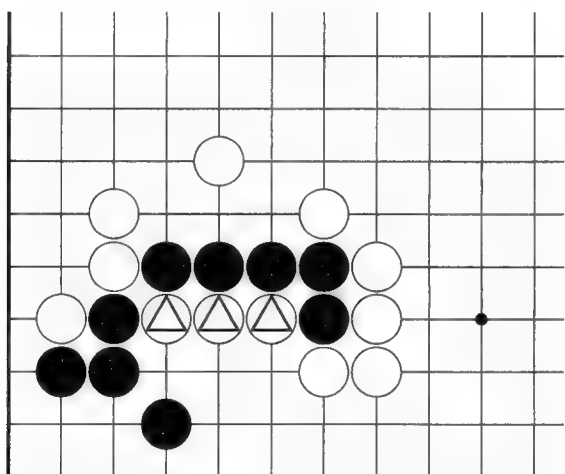
10 Reducing Liberties

Capture the ⊙ stones.



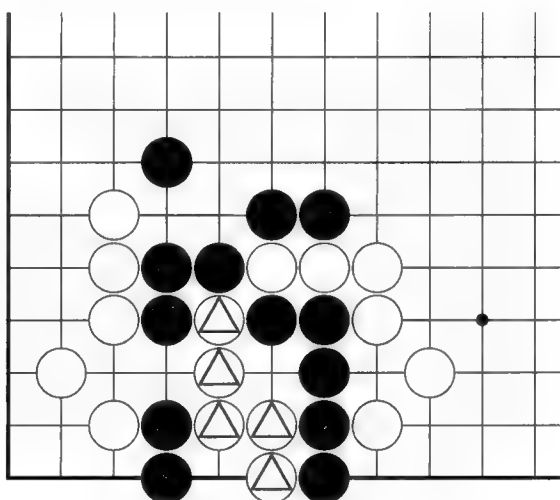
11 Reduce Liberties While Cutting

Capture the ⊙ stones.



12 Outside Liberties First

Capture the ⊙ stones.

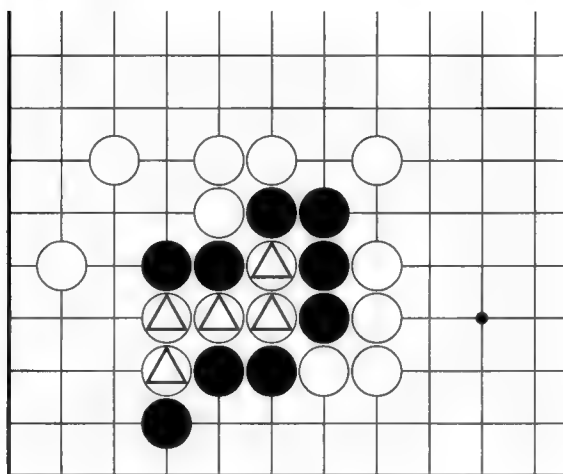




Level Test

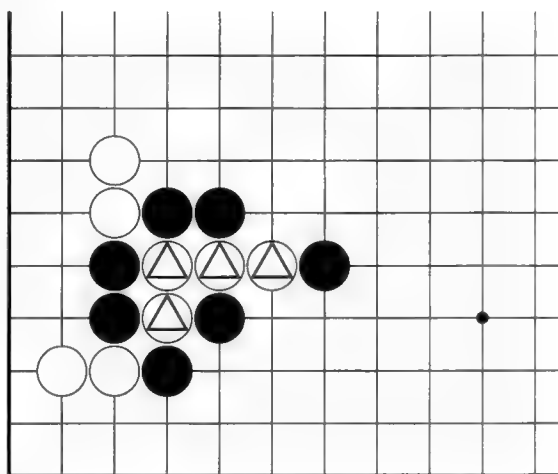
17 Ladder Breaker

Capture the stones.



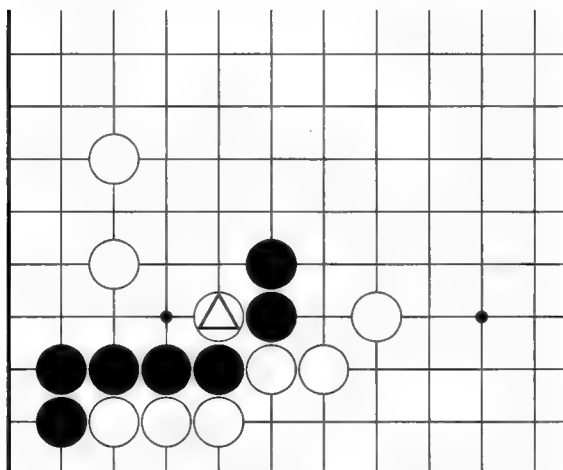
18 Ladder from Weak Stones

Capture the stones.



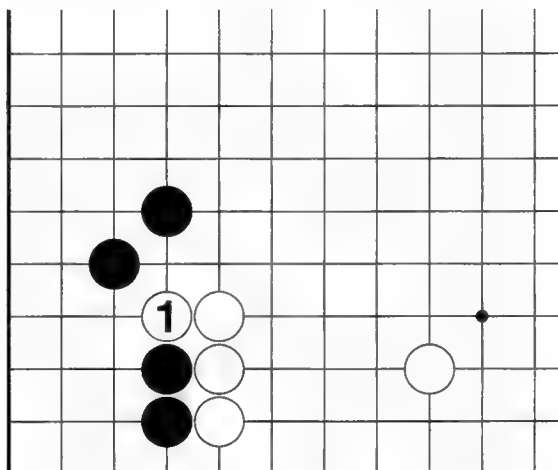
19 Net - 2 Liberties

Capture the stones.



20 How to Answer

How should Black answer ①?



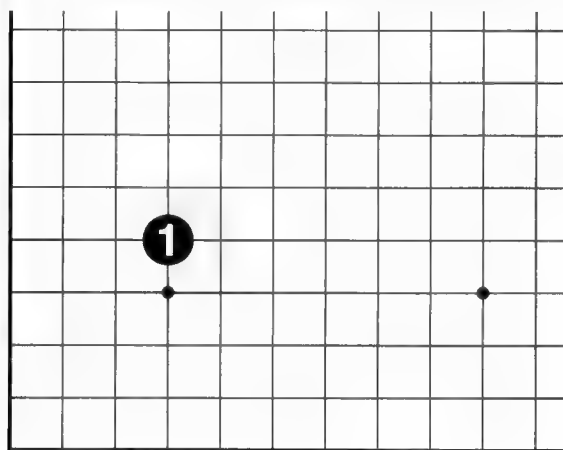


Level Test

1 Corner Terms

What is the name of this move? ()

- 1) 4-5 Point 2) 3-4 Point 3) Star Point



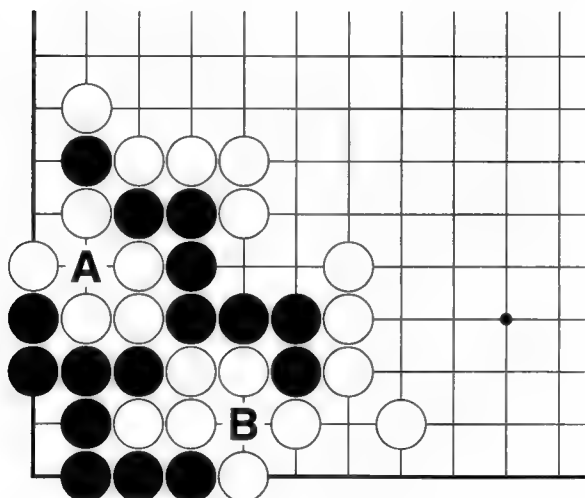
2 Baduk Terms

What is the name of the capturing technique where you don't play atari? ()

- 1) ladder
2) chokchoksu
3) super-ultra atari
4) net

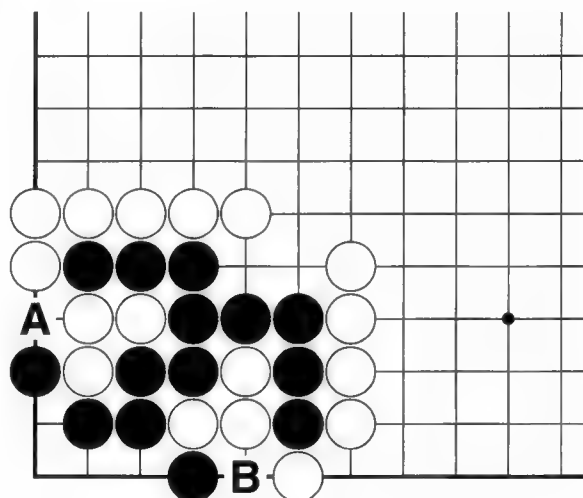
3 Which Stones to Capture?

Circle A or B.



4 Which Stones to Capture?


Circle A or B.

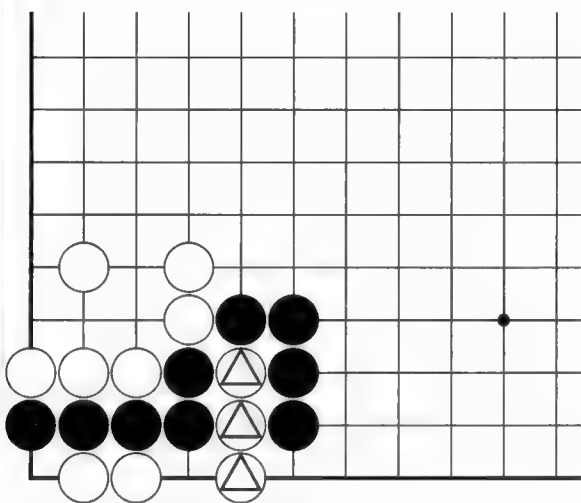





Level Test

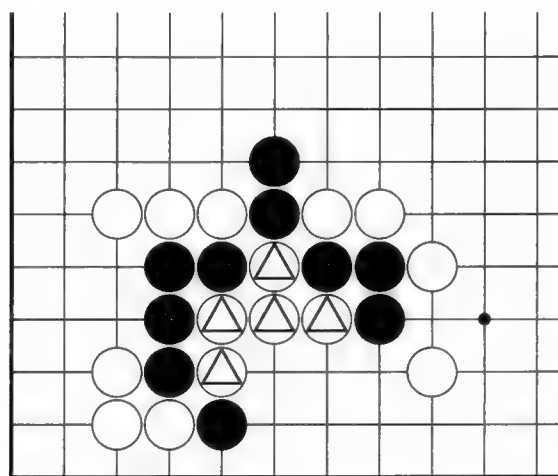
5 Beware of Jachung

Capture the  stones.




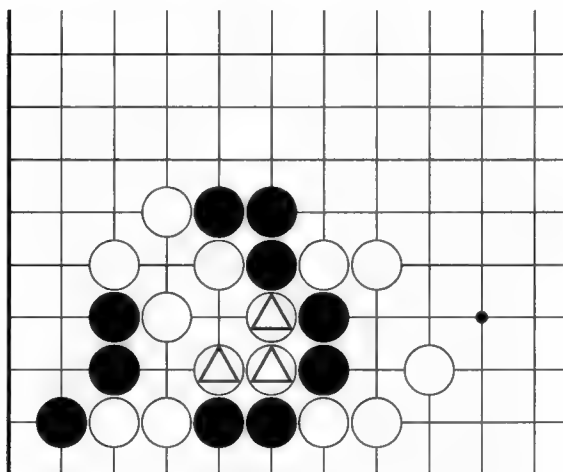
6 Atari (Dansu) to your Stones

Capture the  stones.




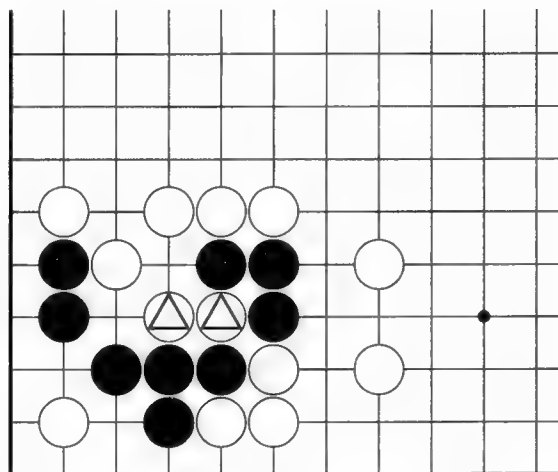
7 Chokchoksu 1

Capture the  stones.



8 Where to Atari (Dansu)

Capture the  stones.

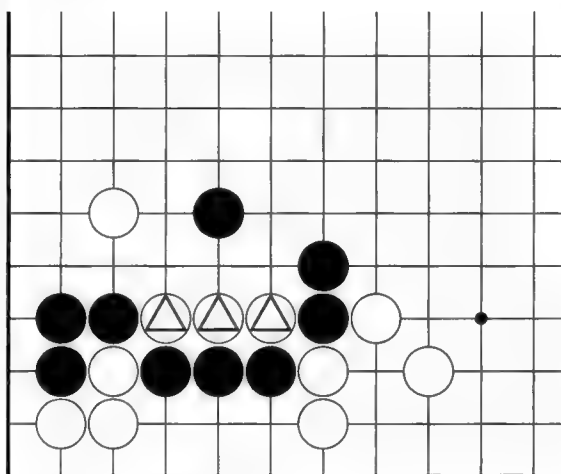




Level Test

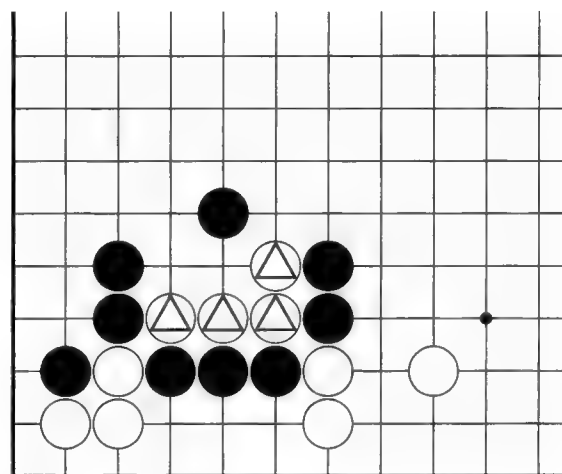
9 Reduce Liberties While Cutting

Capture the stones.



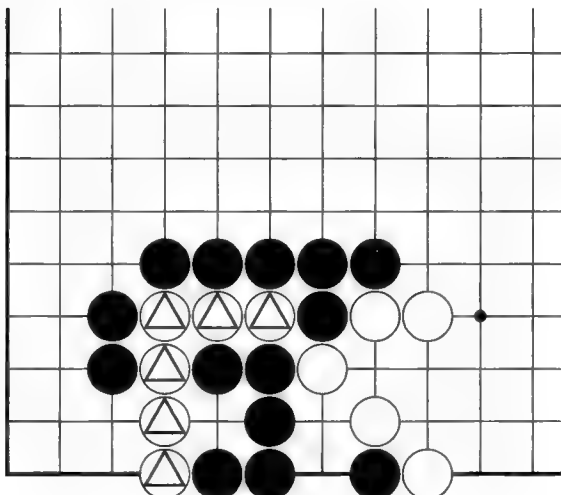
10 Blocking the Way Out

Capture the stones.



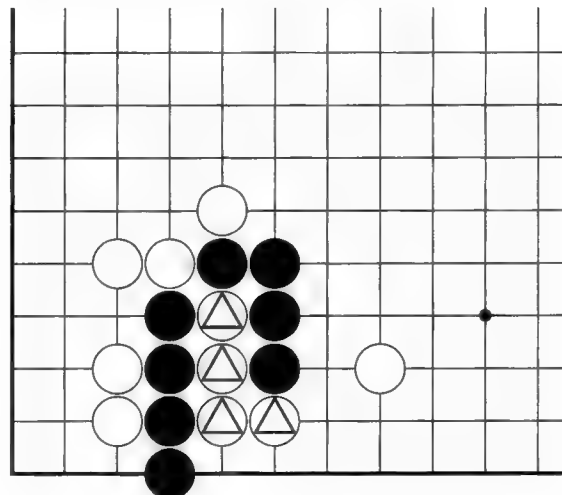
11 Outside Liberties First

Capture the stones.



12 Blocking the Way Out

Capture the stones.



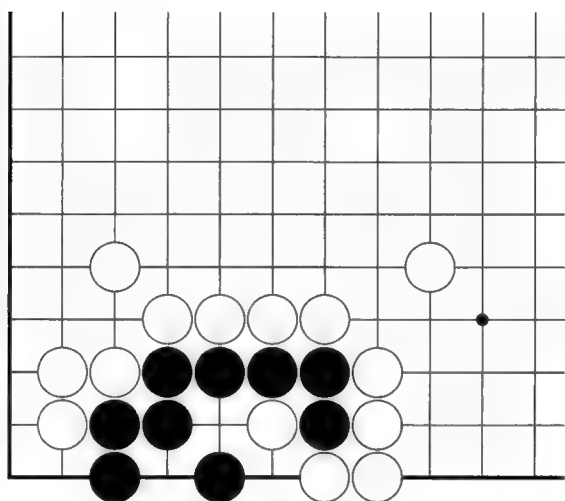


Level Test



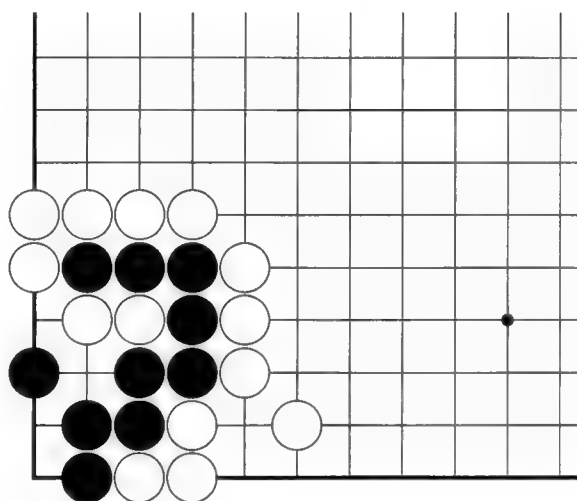
13 The 2nd Eye

Save Black.



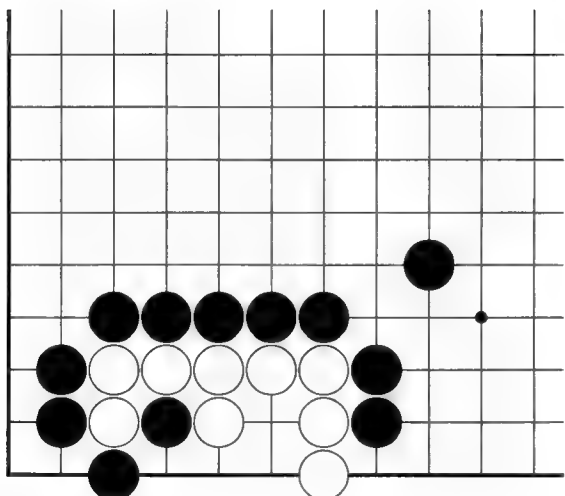
14 Two Adjacent Points Die

Save Black.



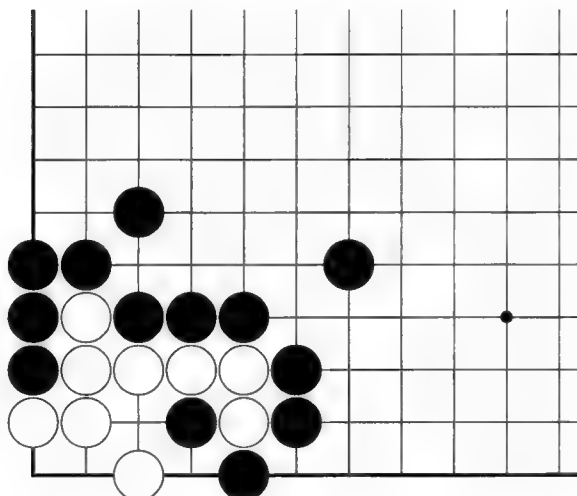
15 The 2nd Eye

Capture White.



16 Two Adjacent Points Die

Capture White.

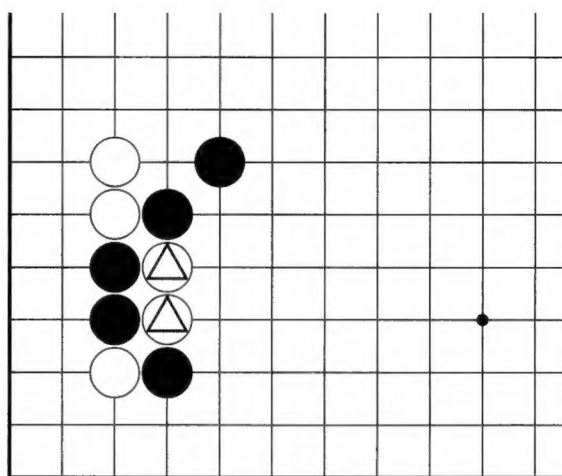




Level Test

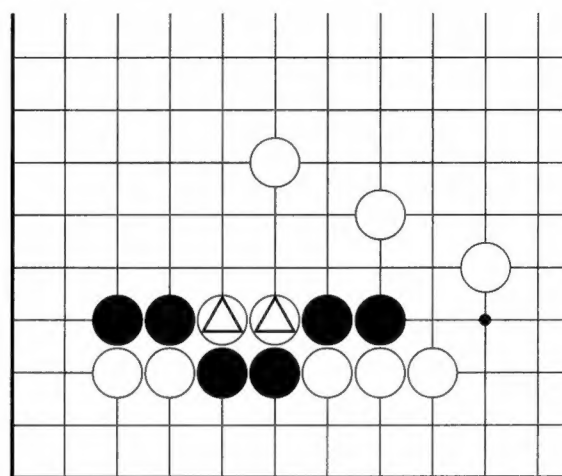
17 Ladder from Weak Stones

Capture the stones.



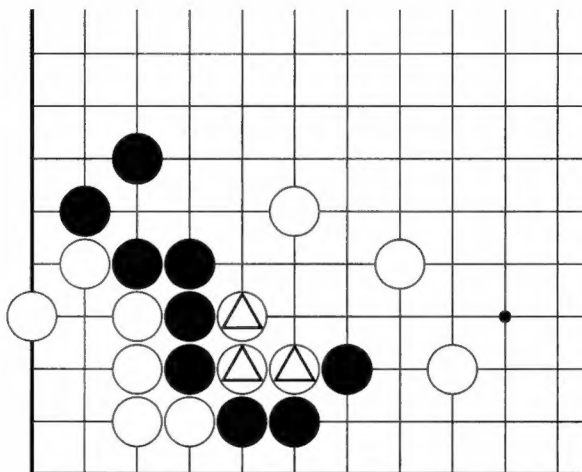
18 Ladder Breaker

Capture the stones.



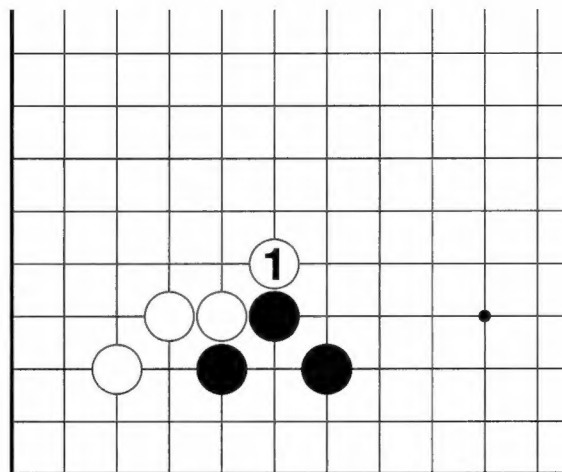
19 Net - 2 Liberties

Capture the stones.



20 How to Answer

How should Black respond to ①?





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LEVEL UP 1-5 (FOR BEGINNERS)



For these introductory books no previous knowledge is needed.

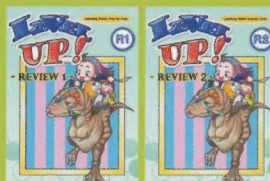
Let's discover the world of Baduk (Go) by studying the very basic concepts, techniques, strategy and culture.

LEVEL UP 6-10 (FOR BASIC LEVEL)



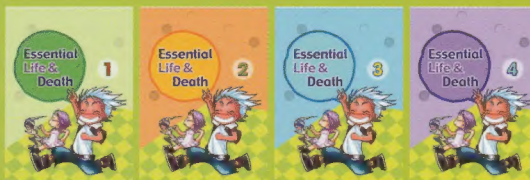
After Level Up 1-5, if you are interested in Baduk, you can fall into Baduk with these books more and more.

LEVEL UP REVIEW 1 & 2



In R1, you can review all the chapters from Level Up books 1-5 and in R2, the Level Up books 6-10 are reviewed.

ESSENTIAL LIFE & DEATH 1-4 (FOR INTERMEDIATE AND ADVANCED LEVEL)



These books go over very efficient problems that appear several times in real games.

Also, it breaks down main problems into lots of problems to make it easier to understand without a teacher.

The books 1-2 are for intermediate and 3-4 for advanced level.



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